

WIN! LYLAT WARS carts

Nintendo®

MAGAZINE SYSTEM

OCTOBER '97
ISSUE #55



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LYLATWARS

Fox McCloud and friends are back! Get ready to rumble!

DOOM 64 • TETRISPHERE • THE LION KING • GOLDENEYE 007 • WAR GODS
BANJO - KAZOOIE • CONKER'S QUEST • THE LION KING • THE JUNGLE BOOK
TUROK: DINOSAUR HUNTER • NBA HANG TIME • PREHISTORIK MAN

• AUSTRALIA'S ONLY OFFICIAL NINTENDO MAGAZINE •



up front

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Entries close by the end of the working day Friday
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judges decisions are final and no correspondence
will be entered into. Information on how to enter
forms part of these conditions of entry. Each contest
is a game of skill, not chance, and, as such all
entries will be judged on merit.

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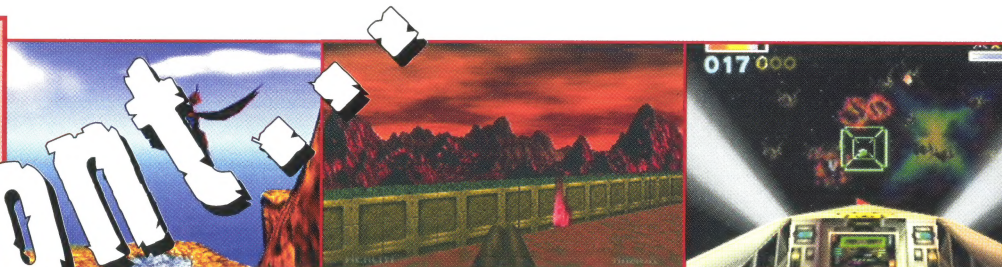
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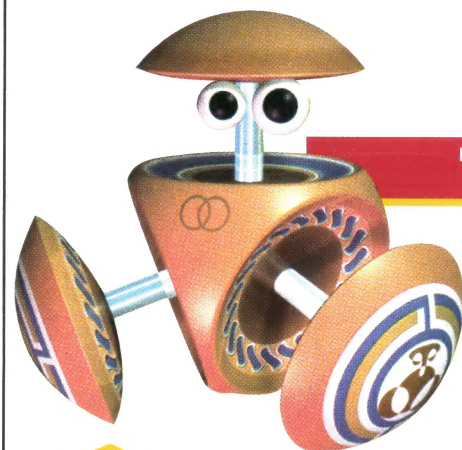
David Yarnton, Catherine Michael, Greg
Arthurton, Janine Baird & the Gurus at
Nintendo Australia and Beth Llewellyn at
Nintendo America; Tim Anderson at
Madman and Jonathan Alley at Siren; Rob
Harvey & Zenna Katsikaris at Roadshow
Interactive; Simon Farmer at Rare; Erin
Shems, Andrew Hoolan & Monica Abbe at
Midway; David Dienstbier at Iguana
Entertainment; Julian White, Ed Fong &
Marisa Bonfante at GTi Australia; Hiromi
Nobata at GTi America; Sophie Kaenzig at
Titus; Pat Maher at Grosby Footwear.



DOOM 64

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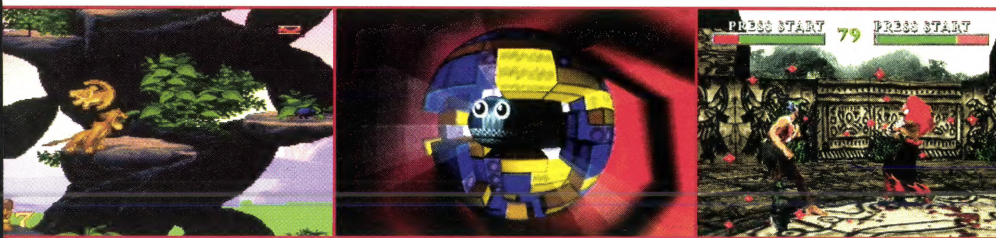
Lock and load
your BFG and
get ready to kick
some demon
butt in 64-bit 3D



RARE-ITIES

An exclusive look at
Rare's upcoming 64-bit
treats. It's squirrels
and birds and spies
aplenty





LYLAT WARS

Blast into space with Nintendo's rumbling hit featuring Fox McCloud.

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TETRISPHERE

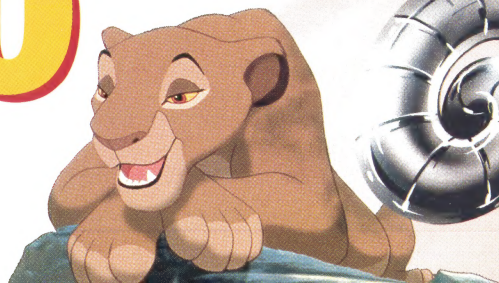
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Lylat Wars Comp 64

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If you can't finish it, just swap it!

MOVING ON UP!

For our second 84-page issue we've scoured the length and breadth of the globe to bring you all the latest news in the world of Nintendo. We check out the new releases, the re-releases and the soon-to-be-releases as well as guiding you through the perils and pitfalls of Turok: Dinosaur Hunter and Prehistorik Man.

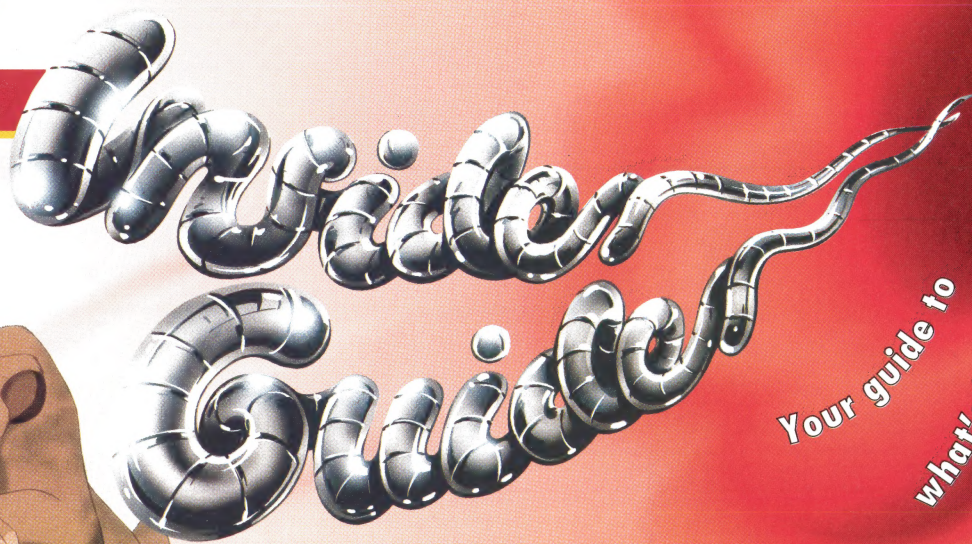
We also take a look at three of Rare's upcoming offerings for the N64 – Conker's Quest, Banjo-Kazooie and GoldenEye 007. These gems were unveiled at the E3 show in Atlanta a few months back and we've got some great screenshots straight from Nintendo of America.

Reviewed this time we've got the first game to make use of the Rumble Pak – Lylat Wars (formerly Starwing 64). This is an ace game and you've got the chance to win a copy (along with a Rumble Pak) on page 64.

Also reviewed are Doom 64 from Midway, 3D puzzler Tetrisphere from Nintendo and the re-release of The Lion King on the SNES.

In the playguide camp (along with Turok and Prehistorik Man) we show you all the best player matchups for Midway's rocking basketball sim NBA Hang Time.

So turn the page...



Your guide to what's inside...

NEWS

\$100 Cashback Offer!



To celebrate 10 years in Australia, Nintendo Australia are giving **\$100 cashback** when you purchase a Nintendo 64 console during September!

If you purchase, or finalise a lay-by of your N64 console between the 1st and 30th of the month you can claim \$100 cashback by completing a form and enclosing the original purchase receipt and the barcode from the box. Your receipt will be returned along with a

cheque for \$100. Easy!

So, if you've not got yourself one of the

world's best consoles yet then now is the time to do it!

Make sure you mail your claim, to the address on the form, to arrive no later than 14th October 1997.



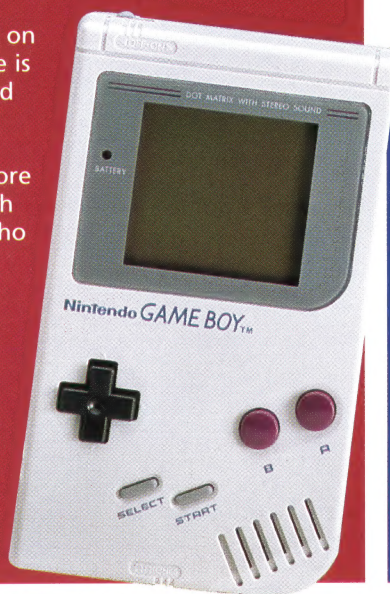
Game Boy goes Educational

Last December that most imaginative Japanese games firm, Imagineer, launched a new product on to their home market – educational software for the Game Boy. Last minute studying in bus, car or train on the way to school or college is possible using an established range of reference books.

Although the software version of these books is more expensive, it does come with drill kit and lucky charm (who doesn't need more luck?).

Research showed that most students owned a Game Boy, or the pocket version, and a gap in the Japanese market is being usefully plugged.

As you'd expect, there's no news of an Oz version of this useful idea appearing any time soon.



It's all a question of colour

According to Nintendo Australia, the colour of Game Boy pocket you choose to play on the bus tells those around you what type of person you are. No, it's true! Whether it's a Mouldy Cheese Green one or a Dead Canary Yellow one, your choice will speak volumes about your personality. Check out the chart here and test it out on all your mates! It works. Honest!

COLOUR WHAT IT SAYS ABOUT YOU

BLACK

Modern, sleek, poised, likes to be taken seriously

RED

Vibrant, outgoing, enthusiastic, full of mischief, a little cheeky

YELLOW

Insightful, stylish, spiritual, hopeful, keeps their cool under pressure

GREEN

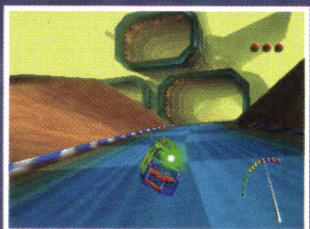
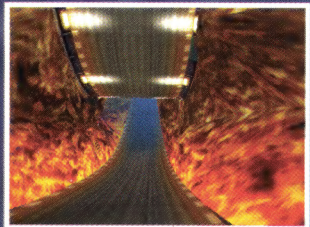
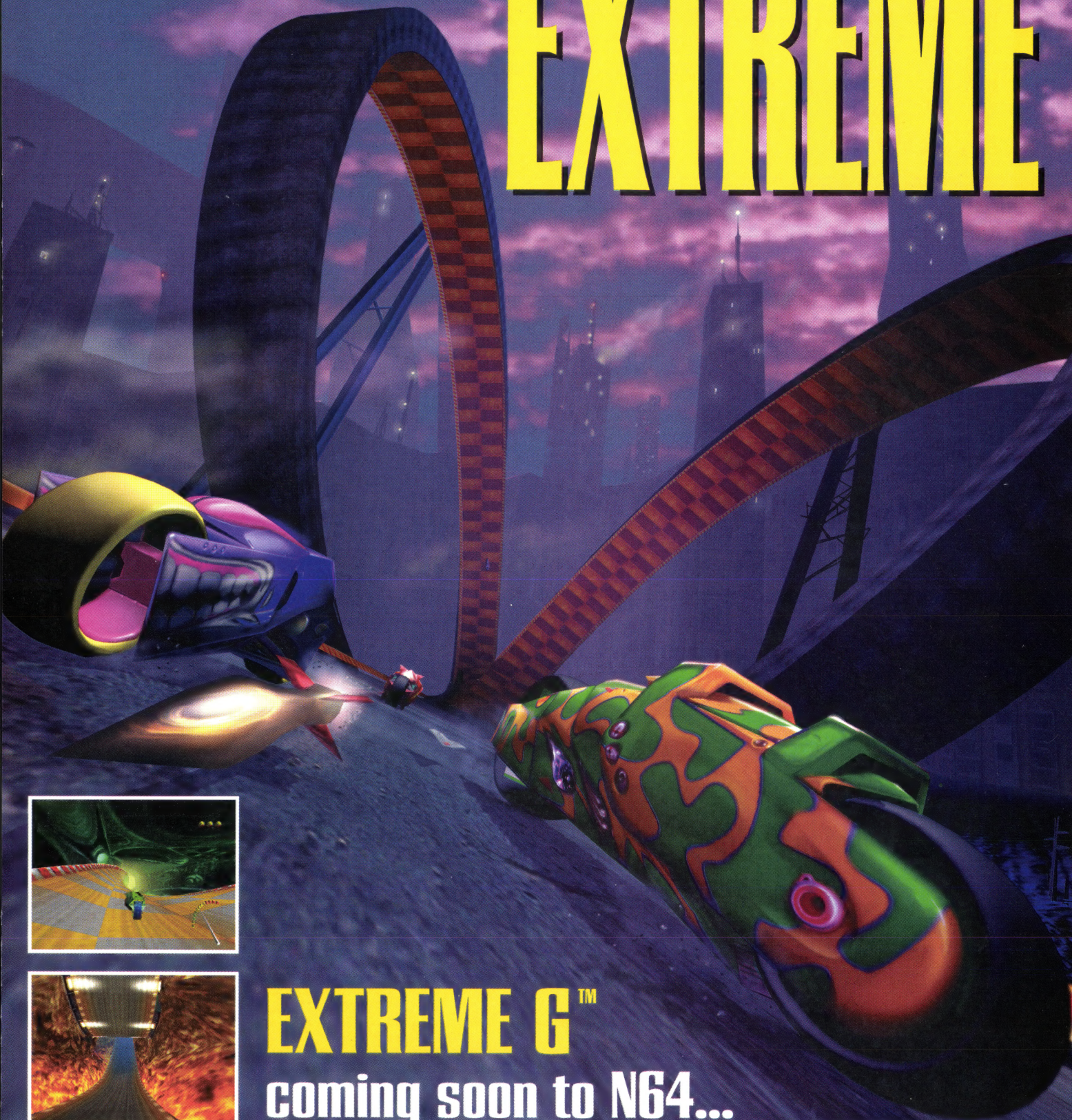
Tranquil, natural, naïve, hugs trees

CLEAR

Futuristic, 'devil-may-care', inquisitive, extreme, technical



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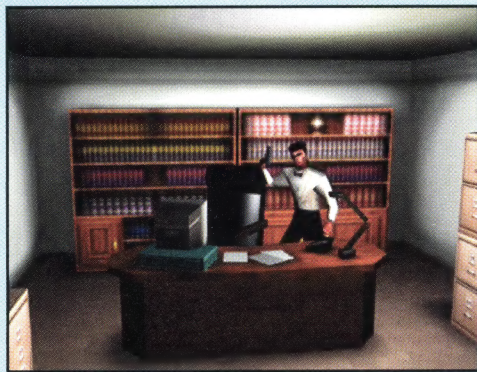
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BETTER TO BE LATE THAN NEVER!

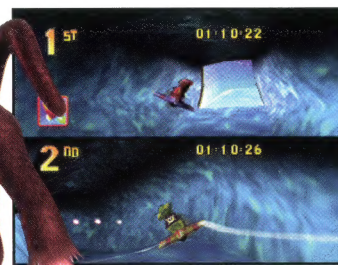
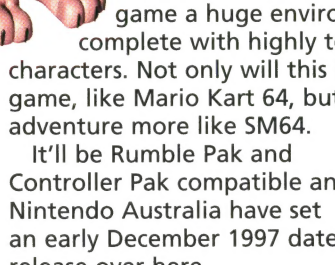
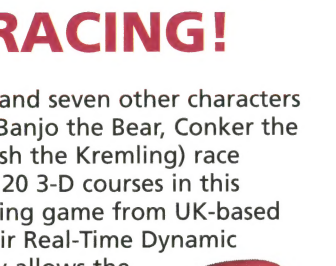
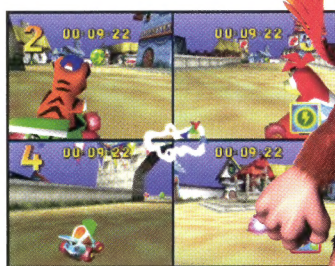
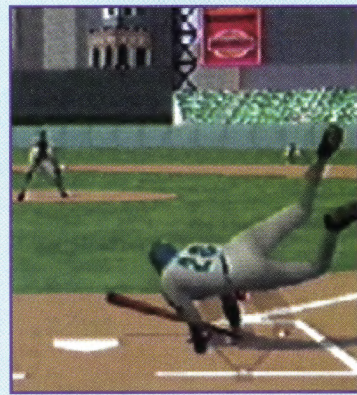
Mission: Impossible possibly not possible!

Back in issue #53 we told you that Mission: Impossible for the N64 console would be released this month. It's now looking like an impossible mission! Major problems in development have delayed the appearance of this film-inspired game and we may not see its appearance until the first quarter of '98 at the earliest. Will it be worth waiting for? All the indications are in the affirmative.



DELAYED! KEN GRIFFEY JR

An 'unconfirmed rumour' of development difficulties has indicated the postponement, until early '98, of Ken Griffey Baseball for the N64. We've not had a confirmation in yet from developers Angel Studios but we'll get an update and let you know.



RARE RACING!

Diddy Kong and seven other characters (including Banjo the Bear, Conker the Squirrel and Krash the Kremling) race through a total of 20 3-D courses in this upcoming new racing game from UK-based developers Rare. Their Real-Time Dynamic Animation Technology allows the game a huge environment complete with highly textured characters. Not only will this be a racing game, like Mario Kart 64, but it'll also be an adventure more like SM64.

It'll be Rumble Pak and Controller Pak compatible and Nintendo Australia have set an early December 1997 date for release over here.



T•HQ International have long produced great games and here's a sneak look at some of their upcoming titles.

FIFA '98

Soccer mad? Game Boy mad? Choose your side from a selection of real international teams, not fictional ones, then select your players, their formation and the length of the match (2 mins to 45 mins per half). There are the same range of play modes as in previous versions of FIFA (tournament, league, exhibition, playoffs, etc), with both action and simulation game types. What about the weather? Choose between dry, damp or a



muddy pitch or even random. You can also turn fouls on and off choosing between strict, hard or easy. No release date for FIFA '98 in Australia as yet but we'll update you as soon as we know anything.



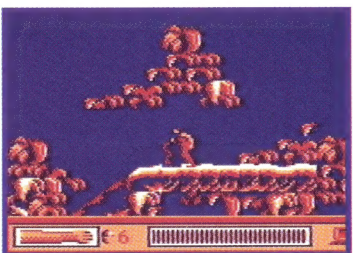
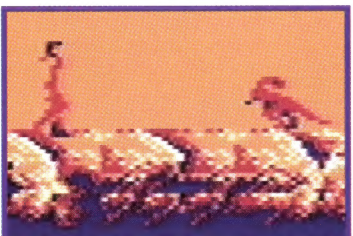
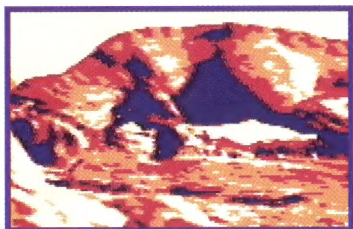
Raptors back!

This was another game in the earliest stages of development when we took a look. **The Lost World: Jurassic Park** is very loosely based on the film of the same name but we don't know whether the story will be the same when the game's finished.

You have a choice of dinosaurs to battle, switching between fist and pistol (maybe gaining extra weapons as you progress – as yet it's unclear).

Only a very small amount of areas are viewable at present but it looks like there could be a good range of environments. There'll be a password option too but other options aren't viewable at this stage.

It looks very basic but this is early days so it may well improve before it's released.



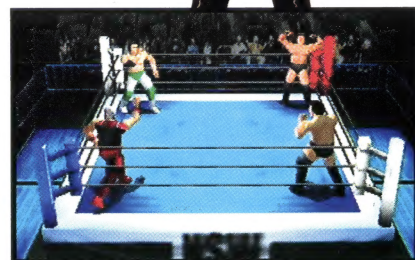
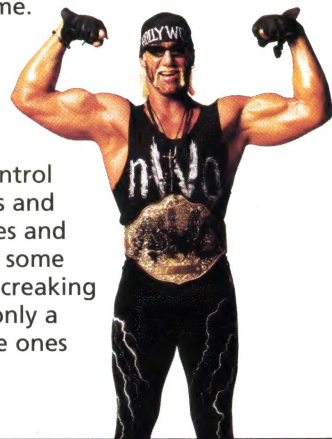
WCW vs NWO • WORLD TOUR •

Developers T•HQ have let us have a look at the partly finished cart of this upcoming N64 game. It's in the very early stages of development with only a few wrestlers complete, and there's even some spelling mistakes in the selection screens! There are still a few technical glitches to be ironed out too with control response a little slow and no Vs CPU option.

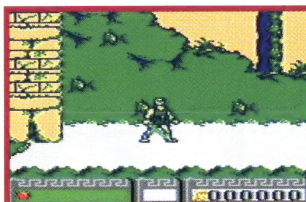
The wrestlers programmed so far are well rendered with realistic movement and mannerisms – even the shadows are realistic and not just circles. So far there is only a 1-on-1 exhibition match and Battle Royal (4 wrestler survival mode), but tournaments, leagues and elimination modes are planned for the final game.

You'll be able to choose to play as wrestlers from real leagues worldwide (many of which we've never heard of!). Camera angles change automatically (no manual control at present) to show close ups and side angles of dramatic moves and attacks and they've included some great canvas thwacking and creaking joint sounds too. There are only a few noises at present but the ones that are there give it a nice atmosphere.

Overall **WCW vs NWO** looks really promising and it makes a change from all the 'fantasy' fighting games that have gone before – there'll be no triple combo dragon fatalities here!

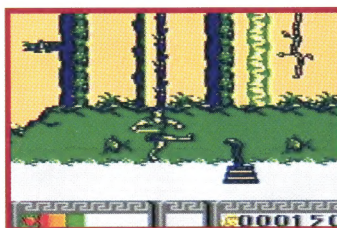


HERCULES



Following the heroic story of the Ancient Greek myth, **Hercules**, son of Zeus, has to perform a range of tasks to prove his strength and general worthiness in this Game Boy title.

Although movement and control response are quite good with some nice backgrounds, it has the appearance of a really early Game Boy game with some very simple sprites. Options are really basic in that you can only turn music and sound on or off or enter passwords. Suggestion screens pop up throughout the levels to warn you of impending danger or to suggest tactics. We'll give you more as we have it.



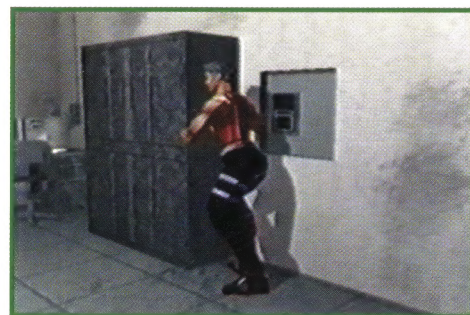
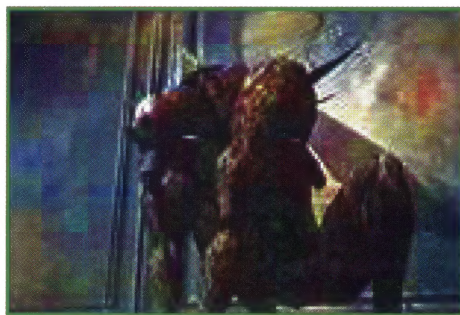
PlayStation owners miss out

Bad news for PlayStation owners emerged recently when it was announced that Acclaim's Quarterback Club '98 (which we showed you in Issue #53) will not be appearing on the Sony machine. Instead it will only be released for the N64 because they "just didn't feel that the PlayStation version of the game stacked up to the revolutionary Nintendo engine". No release date yet for the N64 version but it's expected early next year.

Getting your feet wet!

A new 3D puzzle game for the N64 called Wetrix is being developed for Ocean by a company called Zed Two. A flat, square surface is the base of the game on to which 3D shapes and balloons land at random. The player must open, or create, channels of water which have to be evaporated by the balloons. You accumulate points by disposing of the water.

Sound interesting? Mmmm... Roadshow reckon on a possible December release for the game here.

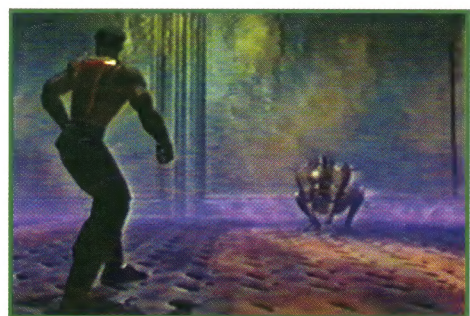
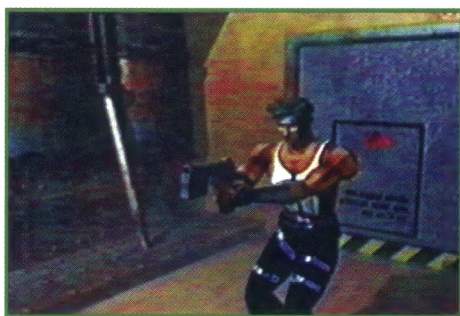


ROLE PLAYING IN HEAVEN?

Konami's new RPG in the making, Hybrid Heaven, looks as if it's going to be impressive! Complete with 3D polygons, which give fluidity of motion, the main protagonist explores, in real-time, a futuristic alien landscape – complete with unusual

characters – combining battling action with adventure. Graphically, it appears to be wonderful – but will the gameplay live up to its promise. We can only wait and see!

Due to be released in the second quarter of '98 in the US.

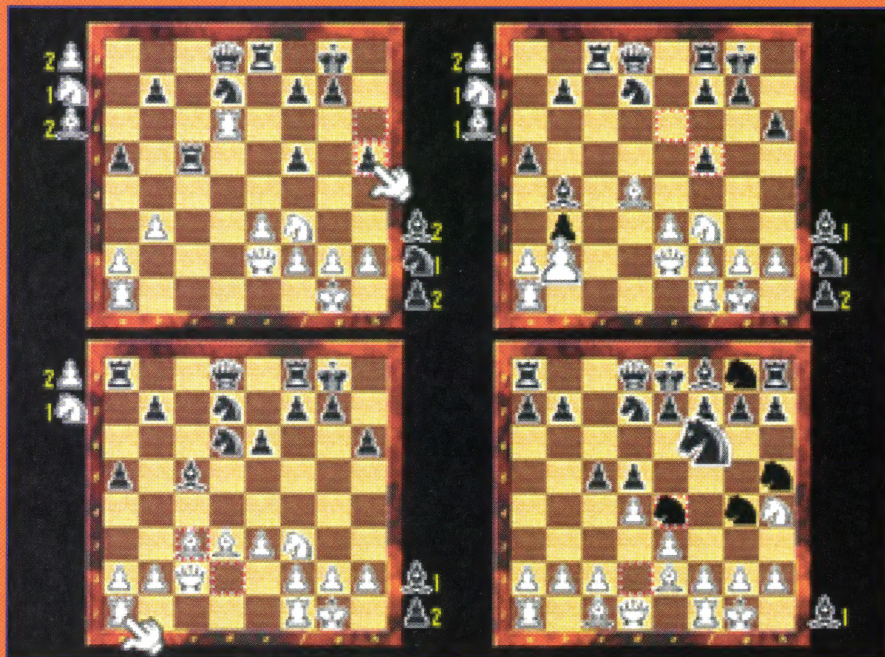
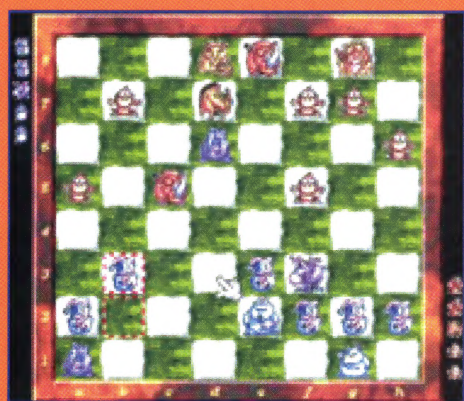


VIRTUAL CHESS 64

Playing chess can be exciting, honest! This perennial board game gets a 64-bit new look from Titus. There are 2-D or 3-D boards and Titus are also working on a real-time 3D battle mode – cartoon style! Don't panic if you're a newcomer you can

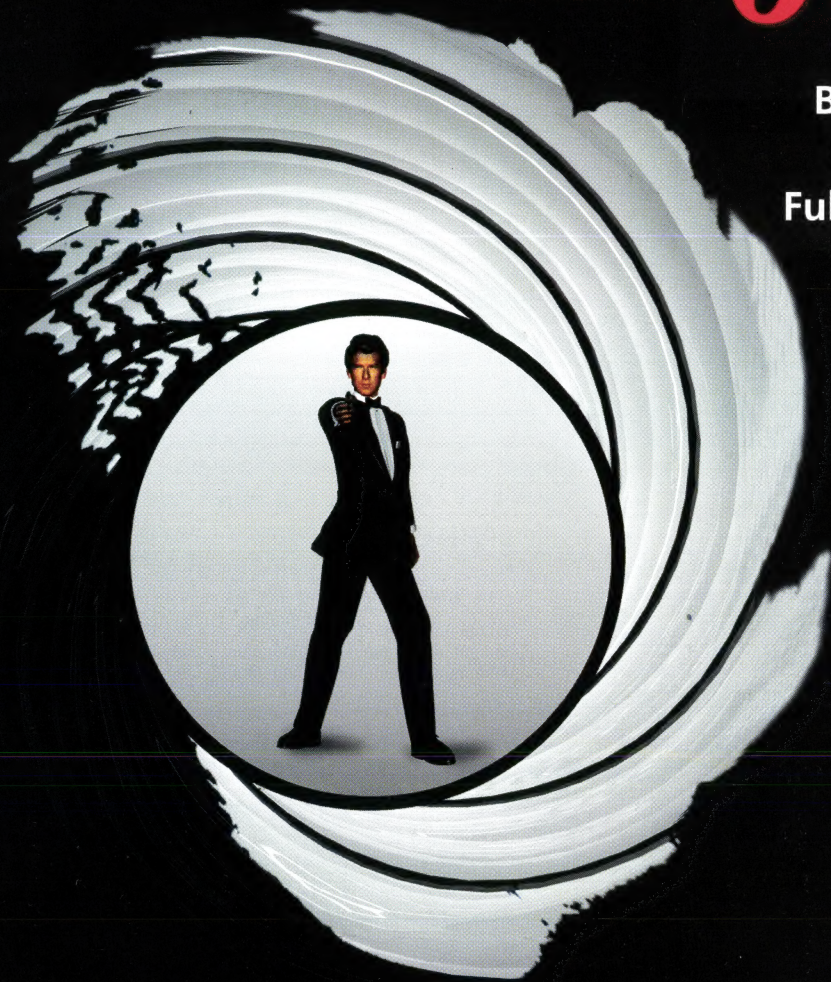
pick up tips from the interactive tutorial. As well as a single-player mode there'll also be multiplayer options. Four of you against the computer – simultaneously!

The US release date is predicted for the first quarter of '98.



LICENCE TO THRILL

GOLDENEYE 007



Bond is back and
now he's 64-bit.
Full review in next
month's NMS.
Don't miss it.

NMS. Shaken not stirred.
November issue on sale October 30th.





If it's ground-breaking imaginative games you're after you can guarantee Rare will be right up

at the top of the heap and the top of the charts. Games like the original Donkey Kong Country on the SNES firmly established the central England based company as one of the front-runners in the industry but since then they've not sat back on their laurels. They've constantly pushed at the boundaries and were one of the first companies to develop a game for the N64 as part of Nintendo's Dream Team.

A couple of months ago the company announced that it's becoming an official Nintendo publisher, publishing games exclusively for the N64, and shortly after that they unveiled three of their upcoming 64-bit titles at the E3 show in Atlanta. The first of these was one we've seen before -

GoldenEye 007. It

was one of the earliest mentioned games back when the N64 was still stuck in a Japanese development studio but it's changed no end since then and the completed playable version at the show impressed everyone. The second two new titles were ones that had been kept under tight wraps in the months leading up to E3 - Banjo-Kazooie and Conker's Quest. These are both 3D exploratory games in the mould of Super Mario 64 and they seem, on the surface at least, quite similar. But once you've played them and checked out some of the background info, it's obvious that they're two completely different games.

Over the next 6 pages we take a close look at Rare's three latest offerings and give you an idea of what to expect when they all finally hit the shops.



CONKER'S QUEST





CONKER'S QUEST

Conker's Quest is the first game that Rare will publish under their new agreement with Nintendo and they've made sure it's going to be something special. Although less than half finished at E3, it was easy to see how detailed and rich the completed game would be.

ENVIRONMENTALLY AWARE

The game's a true 3D action-adventure that follows two great new lovable characters in the shape of Conker (a mad-cap squirrel) and his girlfriend Berri (a chirpy chipmunk). Rare have made good use of all the N64's advanced capabilities and have given Conker and Berri an incredible range of emotions and some unique artificial intelligence abilities. The official blurb on the game describes the two as 'intelligent, mischievous, curious, brave and inseparable' and with one look at the game you can see why. Everything they do is filled with emotion and they'll even help you play the game by pointing out missed items or warning you of danger by pulling a worried face. This range of facial expressions is designed to give the player 'a greater sense of closeness to the character they're controlling' and it certainly seems to work. They're constantly aware of their environment and react accordingly.



PREVIEW NINTENDO 64

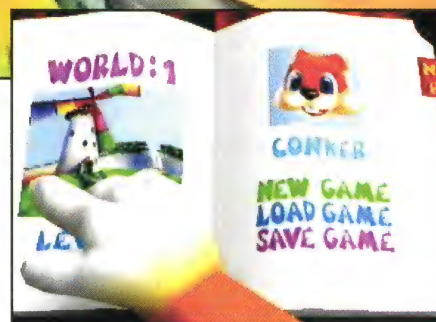
CONKER'S QUEST

GAME DATA

- **CURRENT STATUS:** 40% complete
- **PUBLISHER:** Rare Ltd
- **PLANNED US RELEASE:** December '97

CARTOON CAPERS

But it's not just the AI that makes Conker so ground-breaking. The graphics are exceptional as well with plenty of vibrant colours and much improved character definitions. As we follow the pair through four different worlds, they have to collect over a hundred house-warming presents that have been stolen and scattered around the kingdom by the obligatory 'bad guys'. They've also got to save several kidnapped friends and despatch the baddies with a smack from their big bushy tails. The game's filled with obstacles and puzzles (just like Mario 64) that you'll have to overcome and solve in order to collect all the items. There are even 7 different vehicles that the pair must find to help them get to otherwise out of each areas.



The gaming world's first impressions of Conker's Quest seemed a little muted but this is probably because so little of the game was actually on show at E3. It seems like a very young game but you soon realise that it's easily as complex as Super Mario 64 and maybe even better looking in some areas. The camera angles and lush animation make you feel like you're playing a cartoon and we reckon that as soon as all the doubters get their hands on a completed version there'll be plenty of words-eating going on!



Banjo-Kazooie



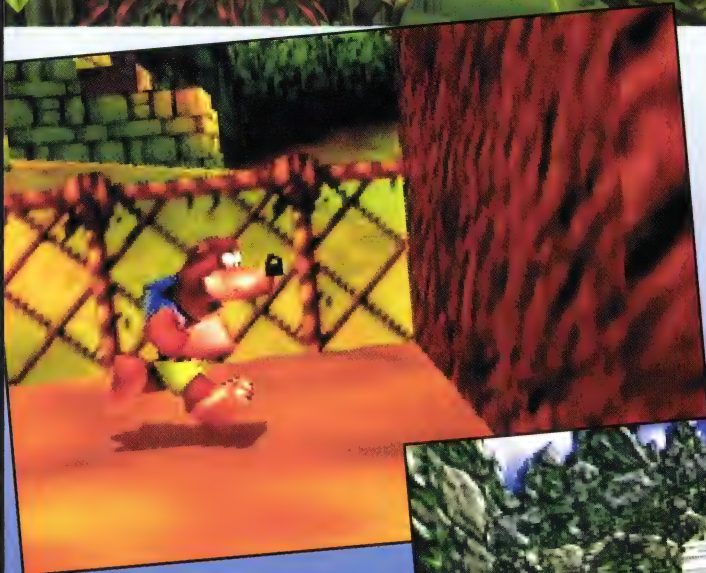
A honey-bear and a red-crested breegull – perhaps not the most obvious pairing for success but in Banjo-Kazooie that's exactly what we've got for heroes. Banjo the bear and Kazooie the breegull (who sits in Banjo's backpack) have to make their way through 16 lushly-detailed worlds of adventure in search of missing puzzle pieces. These'll help them find Banjo's girlfriend Piccolo who's been kidnapped by an evil giant.

Puzzling problems

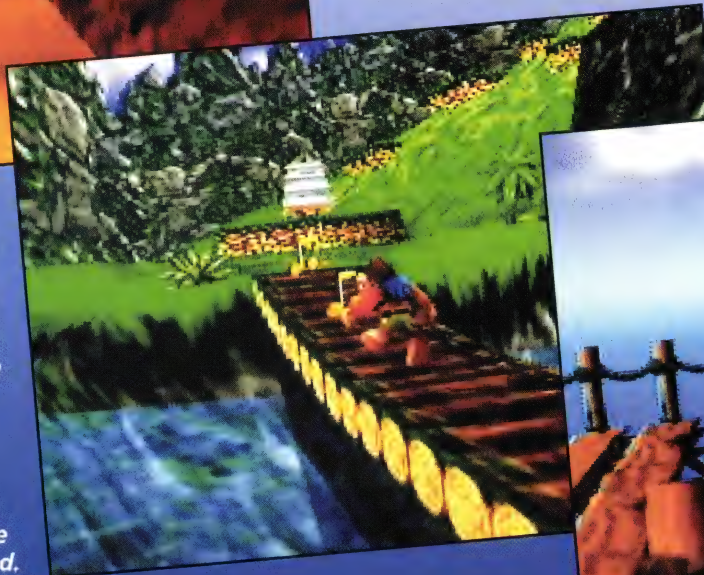
Just like in the Donkey Kong series, all the characters in B-K are brimming with personality and even the bad guys will raise a few laughs – check out the oversized termites and the giant orange-hurling gorilla! Our heroic pairing will need to work together throughout the game (just like in the DKs) and, to help them, Rare have given them 24 different moves so they can solve puzzles and reach hidden items.

A new light

Just as with Conker's Quest, there's also an impressive amount of great graphics and some incredible lighting effects thanks to the N64's superior anti-aliasing capabilities. The colours and textures are very rich and you'll find heaps of variety in the awe-inspiring landscapes whether it's Mumbo's Mountain or Bubblegloop Swamp, Mount Fire Eye or Fungus Forest. There's almost a cinematic feel to it – it's like being in a Disney movie!



While Banjo-Kazooie may not look terribly original it looks to be every inch the game that Mario 64 is and with the enhanced graphic effects and larger worlds to explore it might even top the plumber's 64-bit adventures. Rare have certainly got a great pedigree when it comes to this type of game and we're not likely to be disappointed.





Kazooie

PREVIEW NINTENDO 64

BANJO-KAZOOIE

GAME DATA

- **CURRENT STATUS:**
60% complete
- **PUBLISHER:** Nintendo
- **PLANNED US RELEASE:**
3rd Quarter '97





While Conker and Banjo are undoubtedly impressive titles, it's GoldenEye 007 that seems the most ground-breaking. Since we first saw preliminary screens early last year, Rare have changed the game almost beyond recognition. When you see the work they've done you begin to understand why

Nintendo have been going for the 'quality not quantity' approach – it really does seem that prolonging the development cycle of this game has enabled Rare to learn all about the N64's capabilities and then put them into practice.

GOLDEN

Come in Mr Bond...

Based on the hit Bond film of the same name, GoldenEye 007 is Rare's first shot at a movie license and is quite different from their usual light-hearted, cartoony approach. Full of action and suspense, it's classic Bond-style action all the way and you'll need your wits and plenty of weapons to get you through all 18 missions unscathed. Unlike games such as Turok and Doom, the weapons you'll get to use are a little more realistic. Anything you fire will be something that Bond himself could use – no alien particle disintegrators here! Your aim with each of these weapons will be important too because if you only shoot an enemy in the leg he'll collapse to the floor but will probably still be able to shoot back at you.

... I've been expecting you!

We're beginning to run out of impressed things to say about Rare's graphics now but these really are great! All the areas are clear right to the horizon (gone are the misty mid-distance areas from the likes of Turok) and even when you're looking down a telescopic rifle sight your view will be crisp and clean. The characters themselves are nicely detailed too with images of the actors from the movies digitised then wrapped around polygons. This is similar to the process used by Midway in their upcoming War Gods fighting game (see page 18).

Licence to Kill

Your approach to the gameplay is vital with GoldenEye, as it is in Mission: Impossible. Stealth is everything – you are an international super-spy after all! You can't just go screaming into a room and letting rip with your shotgun like you would in Doom, with this game you've got to be quiet, cautious and clever. Killing a guard at the start of a level will probably only bring dozens more down on you so maybe just keeping out of his way is a better option. Maybe! Even if you do manage to complete all the missions successfully, the game doesn't end there. Unlike many other titles, GoldenEye doesn't just throw in some extra enemies to make the next difficulty level harder. Instead, you'll have extra, more complicated mission objectives to complete so this could be a really long lasting game.

Aah! Miss Moneypenny!

All the classic Bond elements are there too from Q's gadgetry to M's mission briefings and Miss Moneypenny's words of advice. Rare have integrated these elements cleverly, adapting things like Bond's watch for use as a game status screen. Their attention to this sort of detail gives the whole game a really polished quality and lighting effects and sounds finish things off – you'll even hear empty shell casings 'ping' as they hit the floor! All part of this of course is the game's Rumble Pak compatibility. You can play the game perfectly well without one but you're sure to notice the difference with it. The good thing with this is that as the game's got its own built in memory back-up, you won't need to remove the Rumble Pak to make way for a Controller Pak if you want to save your progress.

"Nintendo 64, with its superior advanced technology, is the only machine capable of producing a game of this magnitude – combining brilliant graphics with the strategy, intrigue, humour and sophistication for which James Bond is famous". These are the words of Howard Lincoln, Nintendo of America's chairman, and they sum it up pretty well. GoldenEye 007 has got almost all the elements that make an excellent gaming experience – great story, great graphics, great gameplay, great lastability. With all this and a terrific 4-player mode that knocks the socks off Doom or Hexen you can bet that Ocean's Mission: Impossible has some serious competition on its hands.



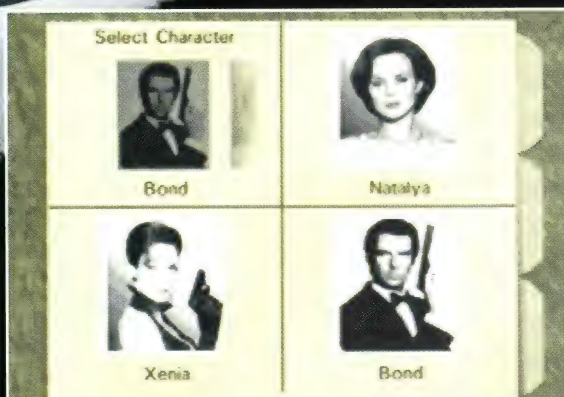
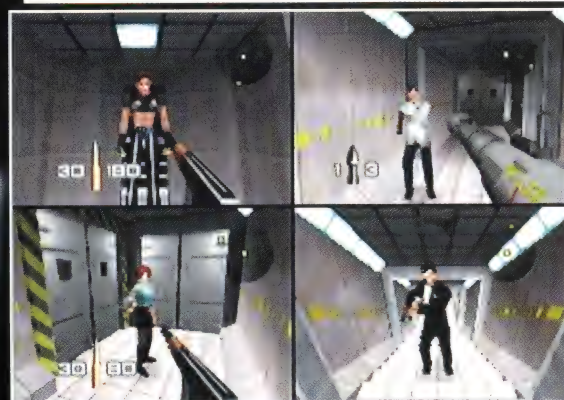
GOLDENEYE 007

REVIEW  NINTENDO 64

GOLDENEYE 007

GAME DATA

- **CURRENT STATUS:**
100% complete
- **PUBLISHER:** Nintendo
- **PLANNED US RELEASE:**
This month



There's a fair barrage of Disney titles doing the rounds at the moment, and Game Boy fans'll be pleased to learn that they've also made their way on to the pocket player. Trouble is you're faced with a choice between two very well matched games based on the famous films: *The Lion King* and *The Jungle Book*. We'll take a look at the bare necessities of these and leave it to you to choose where to travel: Africa or India, in the company of large cats or a small lad.

Disney's THE LION KING

KING OF THE HILL

If you've seen the film or played this on the SNES you'll know the basics already. Cute lion cub Simba, who believes he's responsible for his father's death, begins his adventure through life and growing up. You get to help, in a small way, by guiding the King of the Beasts through a variety of landscapes and hurdles as he grows into Lionhood and a battle with Uncle Scar.



WALT DISNEY'S CLASSIC The Jungle Book

I WANNA BE LIKE YOU!

Man-cub Mowgli has to fight his way through a forest of foes to reach the Man Village without being eaten by evil tiger Shere Khan. There are loads of jungle creatures to avoid such as stinging scorpions, flying birds, running wild boars, nut throwing monkeys and spitting or biting snakes. Also watch out for Kaa with the mesmerising eyes – he's legless and mean with it!



LET'S EVOLVE!

In this jungle romp you'll meet all your favourite characters over 10 levels of vine-infested platform fun. Climbing vines and swinging through trees is great but don't let go over a pit or you could lose your head, and remember to dodge even the mildest of scurrying scavengers. Each level can only be completed by collecting a certain number of gems within the time limit, and don't forget to examine the scenery as you go because in some levels Mowgli can find secret areas.

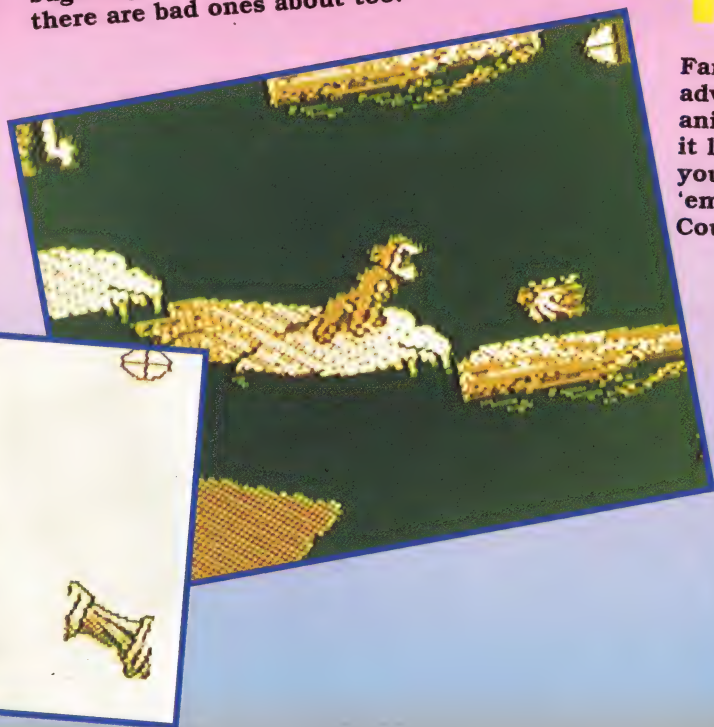
OH GROW UP!

Our Simba has a good range of tricks (roaring, rolling, jumping, climbing and running) to confound his enemies. Most of the play is platform jump-and-run, but there's variety in them thar hills and outcrops and control's a little tough at times. There's no time limit so have a good look round and if you can find a bonus stage there are many bugs to collect. Collecting bugs improves Simba's health, but watch out, there are bad ones about too!



THE HEART OF AFRICA

Familiar music from the film entertains you during the adventure – or switch it off if it bugs you! The animation's good and as long as you keep things moving it looks remarkably realistic too. Being a Disney title you're bound to be caught up in the 'sincerity' and 'emotion' that being a vicious feline predator involves. Could turn out to be a roaring success!



FRUITY FIREPOWER

You'll always have a banana to throw at these annoying animals but as Baloo always says, "look for the bear necessities" which means that you can find other weapons on the way. Banana splits are excellent – they give you twice the power of a normal one. Find a bamboo pea-shooter and look out for nut ammo. Oh, and do mind you protect the wildlife!



PREVIEW GAME BOY THE LION KING

GAME DATA

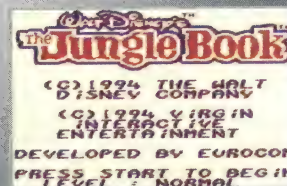
- BY: Nintendo
- RELEASE: Out now
- GAME TYPE: Platform
- PLAYERS: 1



PREVIEW GAME BOY THE JUNGLE BOOK

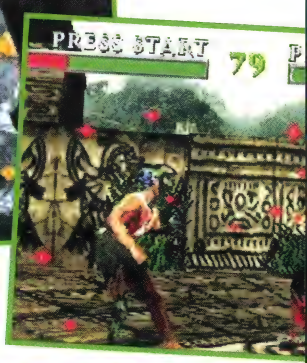
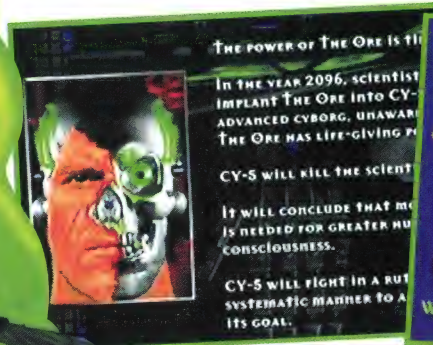
GAME DATA

- BY: Nintendo
- RELEASE: Out now
- GAME TYPE: Platform
- PLAYERS: 1



It's a difficult choice between these two games as they both appear to do justice to their respective films and the versions that have gone before. If you find it all too much or if the playing's too tough, you can always use your Game Boy and an irritating Disney song player to which you can belt out those classic tunes. So if you need a rest from the game – get up and dance!

WAR GODS



3D DEATH DEALING

War Gods is yet another new fighting game to get the 64-bit treatment and it looks like

Midway have done a pretty good job with it.

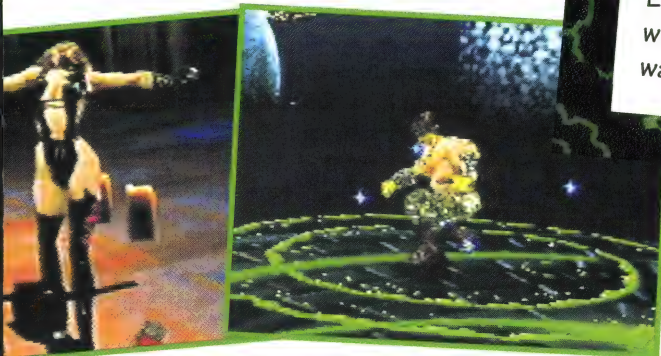
Originally an arcade hit,

War Gods seems to have survived the transition pretty well and it's the first of the new clutch of fighters to be fully 3D. All the bouts take place in nicely detailed 3D arenas and you'll be able to move your chosen one around in all directions.

You'll also be able to fire off projectiles and the like right across this arena to trap your opponent and bring him to his knees.

The most obvious genre to make the most of the N64's superior power has to be fighting games. With all the rapid movements and attack combos, they're a clear choice to hand all this new power to. Now another joins the fray in the shape of Midway's War Gods but the arena's getting crowded out there already!

WARGODS



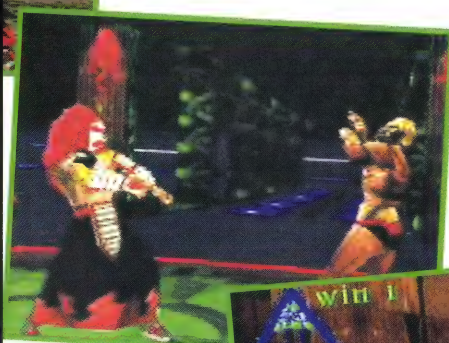
THE STORY SO FAR...

There's little point in giving a beat 'em up a background story but they all do it anyway and War Gods is no exception. According to Midway, the story runs like this: "Billions of years ago, a Being from a distant galaxy was transporting a precious cargo of life giving Ore. The turbulent formation of our solar system caused his ship to crash, scattering Ore over the molten surface of Planet Earth. Through the millennia, 10 Humans came into contact with the Ore and were transformed into super-evolved warriors. These are the War Gods." – No, really!

CONTAINMENT & COUNTER MEASURES

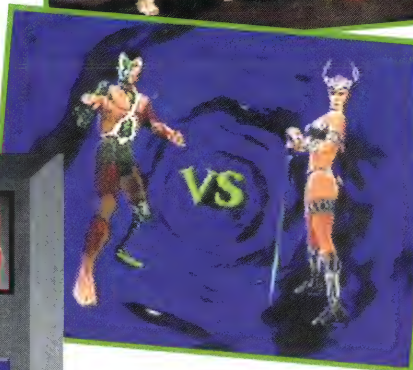
As well as a range of fighting arenas, you'll have a choice of ten of the strangest fighters (plus two hidden characters) that include the usual array of 'half-man-half-robot' types and forgot-to-put-clothes-on angry females. Each is capable of doing plenty of special moves, sophisticated combos and 3D evasive maneuvers and they all have an impressive variety of gory finishing attacks.

There's a heap of special lethal weapons to hurl too along with some 'Spells of Containment' that render your opponent lifeless for a few seconds.



POLYGON PUMPELLING

The graphics and animation in War Gods are pretty spectacular with Midway employing a motion-capture type system to wrap polygonal characters around footage of real people in action. This works well and each of the characters certainly seems to have less of a 'cartoony' feel about them than the fighters in KI Gold or MK Trilogy. The movement and control response appear fairly quick too and this should be an easy to pick up title.



PREVIEW  NINTENDO 64

WAR GODS

GAME DATA

- BY: Midway
- RELEASE: This month
- GAME TYPE: Beat 'em up
- PLAYERS: 1-2



Due for release this month from GT Interactive, we'll take a proper look at War Gods in next month's NMS. In the meantime, feast your eyes on these July screenshots!

LYLAT

ONCE UPON A TIMEWARP♦♦♦

Brilliant scientist Dr Andross was brought up on Corneria, the fourth of a small group of planets known as The Lylat System. Bio-technology was his life, but unfortunately for him, the system was at peace and his research was not needed. This naturally unhinged his mind and one day the evil doctor unleashed his secret weapon on the citizens of Corneria, damaging major cities. Taken into custody by General Pepper he was charged with treason and exiled to the planet Venom.

After five years, news of disturbing activity emanated from Venom and three members of the Star Fox team – James McCloud, Pigma Dengar and Peppy Hare – were despatched to investigate. Turncoat Pigma betrayed the team to Andross but Peppy managed to escape and reported everything back to McCloud's son Fox.

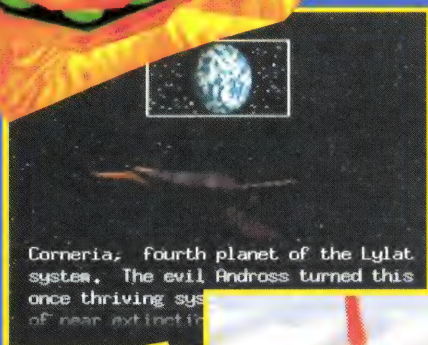
Declaring war on the System, Andross is taking control of planets and is fast approaching Corneria... Can the new Star Fox team save The Lylat System...? Will the three craft stand up to all that's thrown at them? Is Australia now on Andross's hit list?



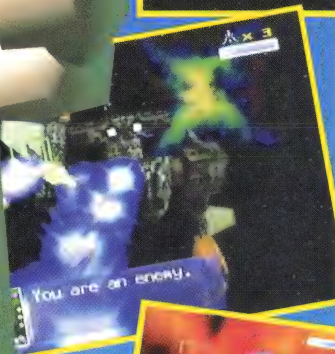
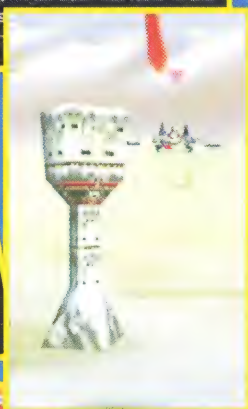
NINTENDO 64

REVIEW

LYLAT WARS



Comeria, fourth planet of the Lylat system. The evil Andross turned this once thriving system of near extinction.



REVIEW



NINTENDO 64

LYLAT WARS



OVERALL
SCORE

8

INFO

- **GAME DIFFICULTY:** Easy to medium
- **ALTERNATIVES:** PilotWings 64, Shadows of the Empire

CREDITS

- **PUBLISHER:** Nintendo
- **DEVELOPER:** Nintendo
- **PREVIOUS TITLES:** Starwing SNES, PilotWings 64
- **DISTRIBUTOR:** Nintendo
- **RELEASE:** Out now
- **GAME TYPE:** Action flyer

FEATURES

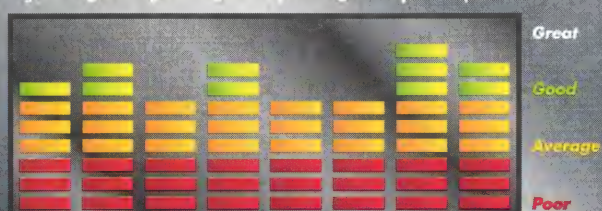
- **PLAYERS:** 1-4
- **HEAD TO HEAD:** Yes
- **MEMORY PAK:** No
- **RUMBLE PAK:** Yes
- **OPTIONS:** Playing modes/Sound effects

CONTROLS

- **RESPONSIVENESS:** Excellent

- Pause/** Check teammate
- Fire** lasers
- Smart** bomb
- Up:** Camera angles
- Left:** Turbo
- Right:** Message response
- Down:** Brake
- L:** Nothing
- R:** Tilt right
- Z:** Tilt left

Sound Graphics Longevity Originality Strategy Challenge Action Playability





AQUAS

You'll need Slippy's Bluemarine sub to battle through the bio-mutated ocean life here. Huge starfish, clams and spindly fish are just a few of the lethal deep-sea targets. Check out the clams!



ZONESS

Another ocean world, but this one has searchlights and you have to destroy them all or the enemy'll be able to scan your ship. More mutated water-life here is hazardous to your health.



SECTOR Z

Strewn with ancient wreckage, this sector's ideal for an Andross trap so keep your eyes peeled. Let your wingmen take out the fighters while you concentrate on the missile.



SOLAR

A searing hot ball of lava, Solar seems uninhabitable. But Andross's specially adapted ships, Fire Birds, have been seen in orbit. Take the special heat-resistant Arwings to blow them out of the skies.



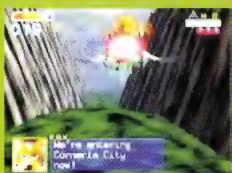
SECTOR Y

Derelict Cornerian ships litter this sector and lying in ambush are giant armoured robots that can only be taken out by direct hits. They're backed up by a fleet of starfighters.



METEO

This asteroid belt could be hiding Andross's supply vessels, so hit 'em hard – using a bomb will vaporize a lot of rock at one go. Otherwise Cornerian transports will be lost.



CORNERIA

Your home world of Corneria's full of skyscrapers and a combination of Corridor and All-range modes will hone your flying skills – with Peppy flying on your left wing giving you tips.



KATINA

The last surviving outpost of Corneria and assault craft are approaching fast. Take out the enemy as you fly through this battered and burned out city, then find and destroy the mother ship.



FORTUNA

Using the target lock in All-range mode is useful here and supply rings can be found around the base that was overrun by the enemy. Reclaim it if you can.

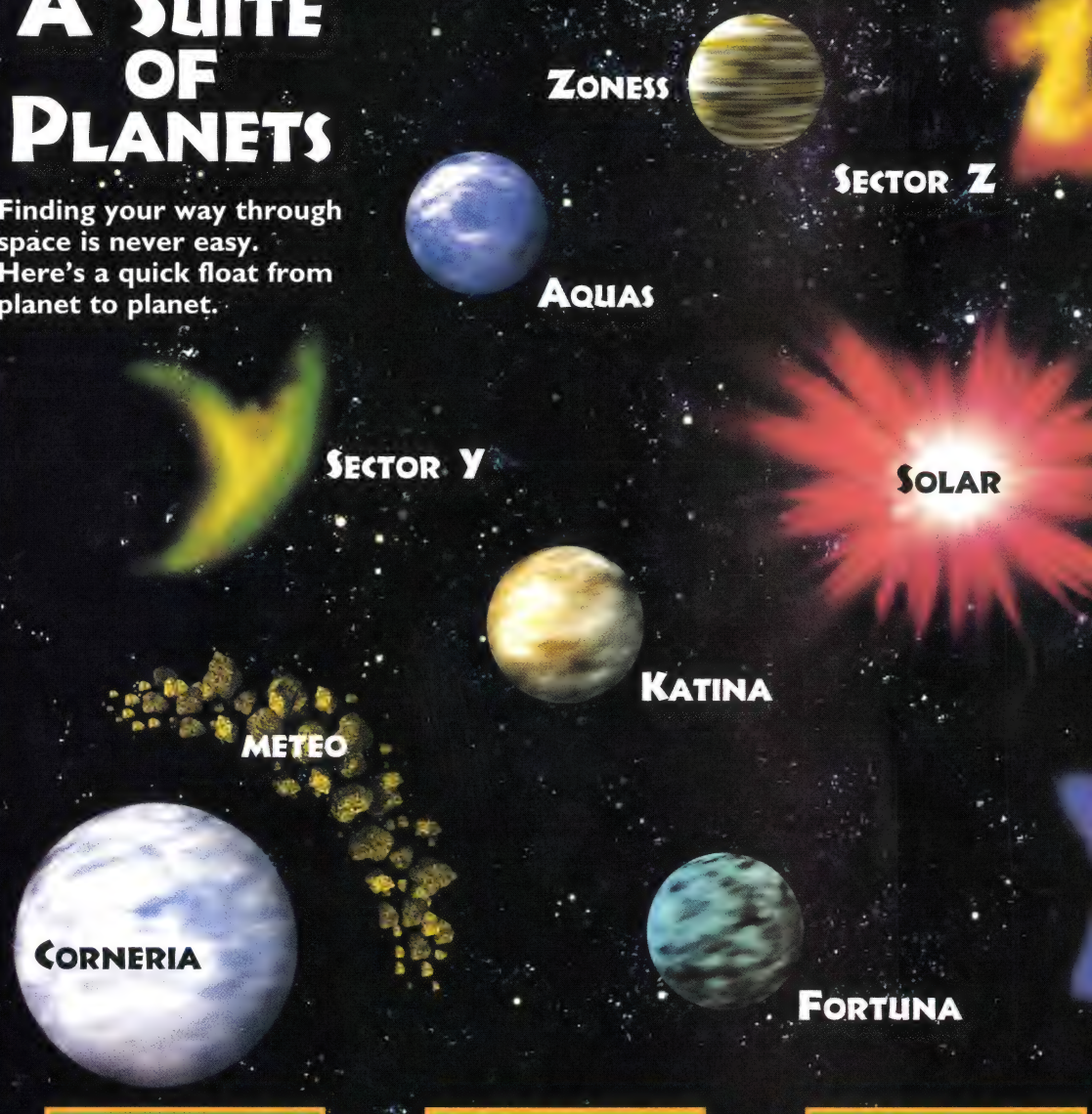


SECTOR X

Save as many bombs as you can for this mission as this sector is crawling with enemy fighters. Keep a look out for Peppy's well-being while avoiding floating debris.

A SUITE OF PLANETS

Finding your way through space is never easy. Here's a quick float from planet to planet.





AREA 6

Causing a chain reaction is your best bet here. Charged lasers or a bomb targeted on the centre of the minefield will do the trick. The same tactic will work with the missiles.



BOLSE

Destroying six power generators, acting as a gravitational forcefield, will allow you access to this artificial starbase. Defeating the Star Wolf team will earn you 11 hit points each.

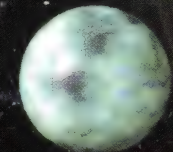


VENOM

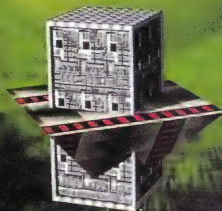
The enemy stronghold! You have to battle the Star Wolf team planetside before taking on the evil master brain of Andross. Watch his eyes, come in behind them, and fire!

AREA 6

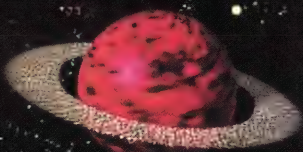
VENOM



MACBETH



BOLSE



TITANIA

SECTOR X

MISSIONS

General Pepper briefs you before each mission and your route between the planets can change depending on your scores. Listen carefully to Pepper as he'll instruct you on the supplies you'll need to reach your goal. Also, if your friends are in trouble they'll call for your help. More than one route can be taken between Corneria and Venom and finding and completing a secret mission in each area can take you on to a new path. Some paths are branched giving even more choices.



POWER UPS!

Some enemies you shoot down will leave useful items for you to pick up. Smart bombs will destroy more than one of your enemies at a time if you aim it right. Pick up a laser and your single one will turn into a twin. (If you've already got a twin, it will turn into a hyper laser.) Get three shield rings to maximise your shield gauge, get another three and you receive a 1-Up!



TITANIA

Here you have to steer the Landmaster through huge sandstorms while battling rock-throwing robots and Andross's floating fortresses. Watch out for the minefield in the ravine.



MACBETH

The Scottish planet! You have to derail the supply train carrying necessary materials from captured miners to Andross's armaments factories. This will seriously cripple the enemy forces.



MODE OVERLOAD!

CORRIDOR MODE

The scrolling action in this mode should keep you on the edge of your seat. You have one chance to take out all in your path, so if you miss a target or a warp you can't do a U-turn to redress the situation.



Vs MODE

Up to four players can compete in this Battle Royal mode. Fight it out with your mates in an all-out Arwing dogfight or dual to the death in a Landmaster. Point mode gives you a chance to knock out rival players earning you points – score three and you win. If you use the Handicap option you can even out your skills. Or you could go for a Time Trial – you'll have up to five minutes to hit as many enemy aircraft as you can.



TRAINING MODE

From basics like boost and brake to U-turns and loops (the most difficult manoeuvres) you'll be introduced to all the moves your Arwing fighter is capable of.

Learn them early on to enable you to meet all the threats your enemy will throw at you.



ALL-RANGE MODE

This mode is used in some areas of the game and in all your encounters with the bosses. You'll be able to fly anywhere using all your manoeuvring skills.

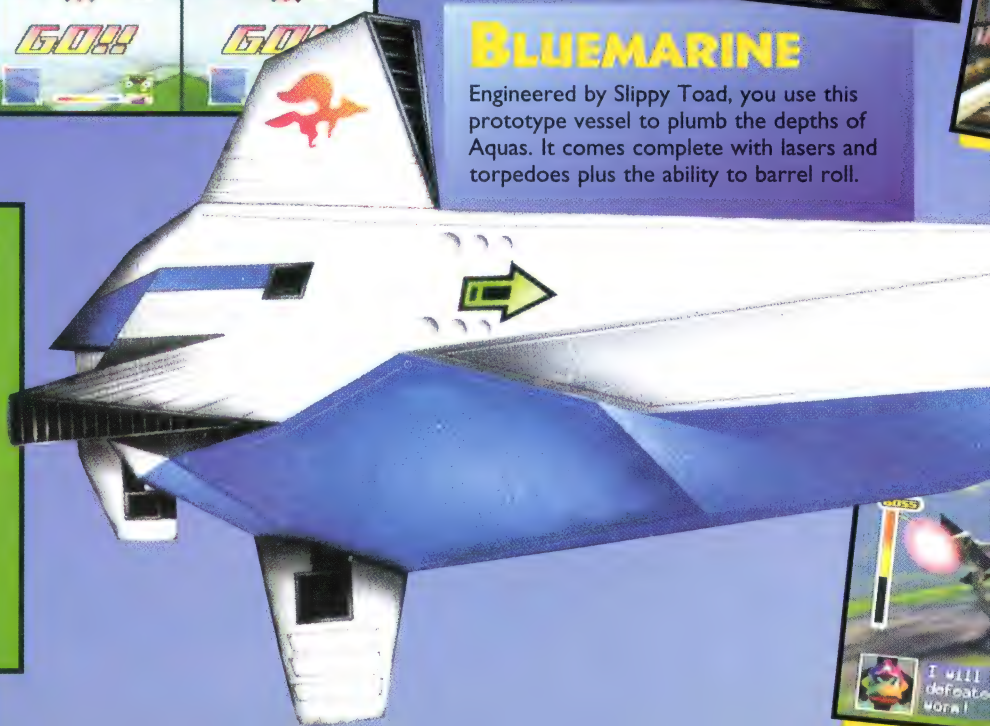


BLUEMARINE

Engineered by Slippy Toad, you use this prototype vessel to plumb the depths of Aquas. It comes complete with lasers and torpedoes plus the ability to barrel roll.

COMMENT - LOU

Lylat Wars is a great all-action shoot 'em up in the best traditions of the genre. There's a choice of craft and a pile of great weapons to unleash on the bad guys as well as plenty of nicely detailed terrains to explore. It carries on from its SNES cousin well with some nice characterisations and an involving story. The Rumble Pak is used to good effect too and the whole package seems very polished. It's a pain that you can't save the game at any stage and maybe it could have been a little harder but all in all I reckon Lylat Wars is going to be a winner.



WAIT LESS

The Star Fox squadron consists of you, as Fox McCloud, and your wingmen Slippy, Falco and Peppy. During the missions your wingmen will back you and, as you depend on each other, you'll watch their tails too and take out the attacking enemy. Keep one eye on the on-screen messages from them as they'll tell you what's going on.

ARWING

The Arwing is the Star Fox team's most used vehicle. It can deliver lasers and bombs using manual or lock-on controls. Manoeuvrability is its key characteristic; its loops and U-turns will shake enemies off your tail while barrel rolls and quick turns will bring you into position to cause the most harm.

LANDMASTER

This high speed tank tackles all terrains while dodging enemy fire and debris. It can also roll sideways or hover for short distances using its vertical jets.

A JOLT FROM THE BLUE

Plugging the Rumble Pak into the base of your controller gives a great 3D feel to the jolts and buffets of what you see on the screen. Experience the explosions you create or receive. The near misses or direct hits all give feedback to your hands through the Pak, and this certainly adds to the general feel of the gameplay. A great invention!

COMMENT - WILL

I was really looking forward to getting my hands on this game, and not just because of its new Rumble Pak features. It looks nice and the control responses are pretty swift but you can't help coming away from it after half an hour saying 'is that it?'. Don't get me wrong - it's great at what it does, it just doesn't do very much. There's loads of action, loads of shooting and loads of flash cinematic story screens but take out the Rumble Pak and it all seems a bit flat. Not being able to save your progress just means that when you play a level over and over you realise that all the reactions from your wingmen are the same every time you play. It's not nearly as intuitive as I was lead to expect. It's a good fun shooter but that's all.



Doom is that rare thing in computer games, an original. It may have been copied countless times, and even a great game like Turok owes much to its distant ancestor, but Doom is still one the best of its genre. On the PC there have been many incarnations but now the first and best first-person shoot 'em up has come to the first and best 64-bit console. Is it a match made in heaven?

BIGGER LEVELS, BETTER LEVELS, MORE LEVELS

Midway have made a great job of transferring Doom to the '64 and thankfully they seem to have done a bit more work than they did on Hexen. Whilst Doom doesn't look as good as Turok, it still looks and feels like a 64-bit game rather than a 32-bit rehash. The environments are richly textured (Midway say they used enough texture maps for seven Doom games) and equally varied. The N64's mip-mapping lets you get right up close to an object and it won't pixelate like in the PC version. Demons also benefit from a good thrashing in the hands of the programmers and look a whole lot better for it. All the levels have been designed by Midway and then approved by Id Software, creators of Doom, and they're a little tougher, a lot bigger and the puzzles are quite a bit more complex than previous versions. The best thing we can say about the game is that it's still Doom. Midway haven't been tempted to add new strands to the gameplay, so those of you who loved earlier versions will love this one too. There are a few surprises though so don't think you've seen it all before. There's a new weapon that's even better than the BFG 9000 and there's a new final boss to contend with too – bored you won't be.

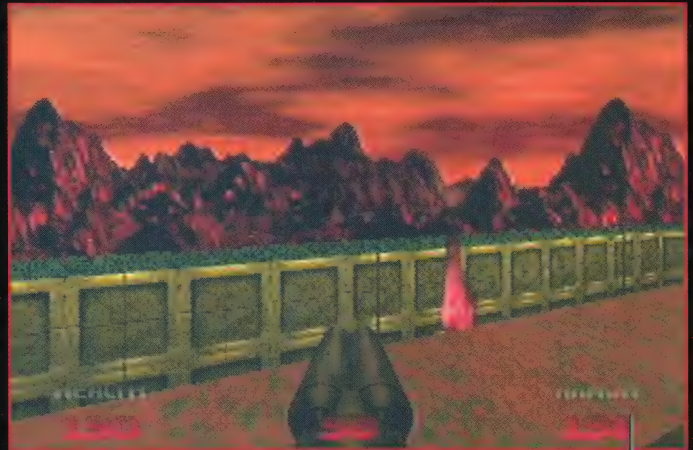


WHAT DO YOU MEAN YOU'VE NEVER HEARD OF DOOM?

For those of you who've never heard of Doom before (there might be some of you I suppose) we'll just recap the story so far: You're the toughest Marine in the Corps and you've come back to the space installation that you saved from flesh-eating demons in a previous mission. Apparently you didn't do your job properly before because one of them survived, remoulded the shattered corpses you left behind back into life and made them stronger and even more revolting than before. Now you must face your nightmares and reconquer evil. Only this time do it right!

WEAPONS, AMMO & ARMOUR

You start the game armed just with your fists, your pistol and your wits but you can quickly pick up extra weapons; in fact the shotgun is only a few feet from the start so you quickly upgrade your firepower. We've given you a quick guide to your personal armoury here to help you get it together. Some of these items will be obvious and some of the better ones will often be hidden in secret rooms. Look for texture changes in walls and activate every switch to see if it'll reveal a bonus packed room.



Shotgun

Nothing could be nicer than giving an undead demon a face full of lead and few things deliver it better at close range than the Shotgun. They come in double barrelled and pump-action varieties.



Chain Saw

For those of you with more macabre imaginations the Chain Saw lets you slice up the demons into chunks of meat. You've got to get real close for it to work though.



Chaingun

Great for clearing rooms and our favourite weapon, however it does get through quite a bit of ammo if you're not careful.



Rocket Launcher

These explosive missiles pack quite a punch but don't use them at short range or you'll get caught in the blast radius.



Plasma Rifle

We're not entirely sure what plasma energy is but it looks very pretty as it tears into a beast from the pits of Hell.



BFG 9000

The ultimate weapon from the previous versions of Doom. But in this game you can get something better, if you can find it.



Bullets

Bullets come in clips of 10 or boxes holding 50 and can be used for both the Pistol and the Chaingun.



Shells

Shells for the Shotguns come in 4s or in boxes of 40.



Rockets

Rockets for your Launchers come singly or in party packs.



Security Armour

Light weight Kevlar that will help protect you. Didn't your mum ever tell you to never go out without your vest on?



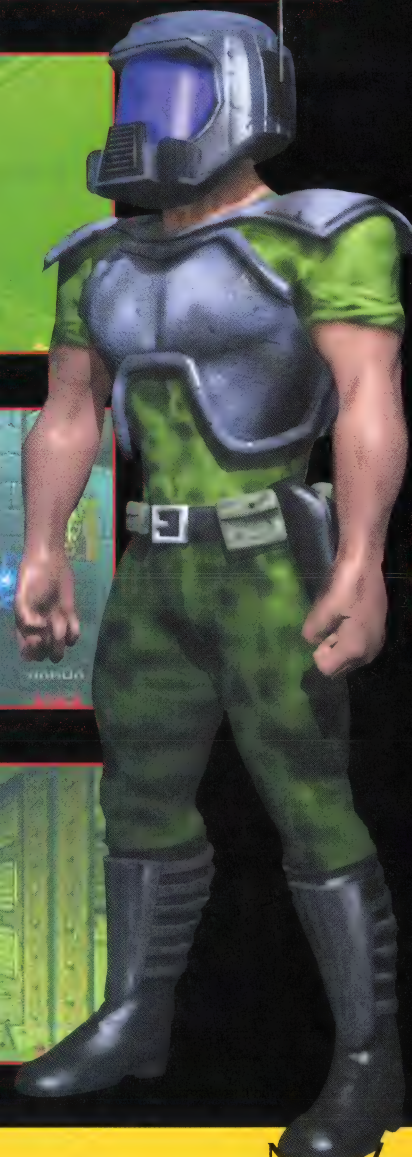
Combat Armour

This titanium alloy protection will really help keep alien firepower at bay.



Backpack

These handy items increase the amount of ammo you can carry and come fully laden.



ARTIFACTS, HEALING AND OTHER USEFUL ITEMS

These demons are very careless and have left various items lying around that can help you. There are also some items of earth technology hanging about that will help you repair any injuries that you've been careless enough to sustain.



Health Potion

These alien tonics will even boost your health beyond 100%.



Spiritual Armour

For that little extra protection when you need it most.



Soul Sphere

No, not a new CD format, but a massive boost to your health that will leave you feeling like a new Marine.



Blur Artifact

Not a tour T-shirt but an orb that makes you difficult to spot. Don't get too close to a demon though or he might see through your cunning disguise.



Invulnerability Artifact

Go on, guess what this does. It will wear off after a while though, so don't go getting too cocky!



Megasphere

The protection of Combat Armour with the health boost of a Soul Sphere. The perfect gift for the Marine who has everything.



Stimpak

These give you a small increase in health if you're below 100%. Ideal for hangers.



Medkit

A full Doctor and Nurses pack of goodies to make you feel refreshed and ready to kill some more undead fiends.



Radiation Protection

Think of this as a very strong sun cream. It'll stop your skin falling off when you go into a radiation area.



Berserk Package

This little packet will send you into a killing rage that will increase your muscle power so you can punch out the demons with your bare hands. Don't try this at home kids.



Computer Map

This will reveal the whole of a level's rooms to you. Haven't we told you about the map function yet? See the next section.



Night Vision Goggles

Reverse sun glasses that will let you hunt out the demons in the dark.



MAPS, SWITCHES AND DOORS

To help you on your way there are two different types of maps that you can view. The texture map shows a plan view of the area you're in, all nicely coloured up, and the more useful wireframe one shows you much more helpful stuff like where the doors and switches are. The Computer Map lets you see areas you haven't been to yet and will show those areas in grey. Some doors can be opened just by walking up to them and pressing your 'use' button, but special doors are locked with colour coded keys that have to be found before you can continue. Some doors you will need to open with a switch, while some of the switches open stuff that isn't obvious, so have a hunt around. Platforms may also be activated with a switch or might simply go up and down when you stand on them. Teleporters will take you to new areas so always use them when you see them, and be careful – they may transport you right into a crowd of drooling demons! You may also find areas of acid slime, radiation or ceilings that flatten you, so always look where you're going. Each area has an exit that you have to find and if you're killed on the way you start the level again and lose all your picked up items and weapons. That's the way the cookie crumbles when you're a Marine. When you do finish a level though you'll be given a password, so things aren't all bad.



OPTIONS AND MEMORY PAK

Doom, as always, has plenty of options to stop you getting bored and it'll let you change settings until it's just the way you like it. All the controls are fully customisable and if I were you I'd change the strafe buttons before you start. You have the usual sound and display options plus you can change the brightness of the screen. The default setting is big on atmosphere but you can hardly see where you're going at times. You can choose to restart a level if things are going a bit wrong and you can use a Controller Pak to save your game at the end of each level.

MONSTERS AND DEMONS

These are the things it's your mission to kill – you won't find any friends down there so blast anything that moves.



Zombieman

A Marine that has died and whose soul has succumbed to evil. This could be you if you don't get a move on.



Shotgun Guy

As above but with a Shotgun, these guys are tough hombres so don't hesitate just because one may have been a mate when he was alive. Put him out of his misery.



Imp

Not the whimsical character from the story books but a real devil with huge balls of fire – that'd make you mean wouldn't it? Don't try taking this beast on with just your pistol.



Nightmare Imp

An imp is nasty, this is a nightmare. Faster and even meaner and really hard to see when it skulks about the dimly lit corridors.



Bull Demon

No bull, this one is really ugly, and it wants to rip your head off.

Spectre

These nearly invisible horrors are just what the Chaingun was made for. Spray the room and when you see blood you know you're on target.



Lost Souls

It may be lost but it knows what it wants – it likes its Marines slightly toasted.



Cacodemon

These have a real case of bad breath – they belch ball-lightning.



Pain Elemental

Not very friendly this one. Well you wouldn't be with a name like that would you?



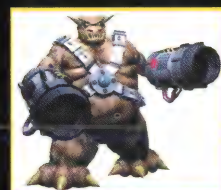
Hell Knight

Huge, I mean really really big. Quite astoundingly large. Run!



Baron Of Hell

Even worse than the Hell Knight.



Mancubus

He may look like a tub of lard but don't be deceived, he'll pump out fireballs like there's no tomorrow.

Arachnotron

I've never been afraid of spiders. Until now.



Cyberdemon

Half monster, half machine. Totally bad news. If you haven't got a really big gun you can kiss your butt goodbye.

COMMENT – ALAN

The best thing about Doom 64 is that it is Doom. The worst thing about Doom 64 is that it is Doom. If you liked it before you'll love this version. If it isn't your cup of acid slime then this game won't make you change your mind. Given that it had to look like a Doom game though, Doom 64 is well implemented. The graphics are acceptable, but not stunning by '64 standards, and the gameplay's fast and violent just as it should be. The only thing I would change would be to add the multiplayer features of Hexen. Imagine how satisfying it would be to hunt down your friends with the BFG in those dark corridors. Anyway must dash, I've got to go and kill some demons. I just can't put it down.



REVIEW NINTENDO 64 DOOM 64



OVERALL SCORE **8**

INFO

- **GAME DIFFICULTY:** Variable
- **ALTERNATIVES:** Hexen, Turok, Shadows of the Empire

CREDITS

- **PUBLISHER:** Midway
- **DEVELOPER:** Midway
- **PREVIOUS TITLES:** Hexen, MK Trilogy, NBA Hang Time
- **DISTRIBUTOR:** GT Interactive
- **RELEASE:** This month
- **GAME TYPE:** Shoot 'em up

FEATURES

- **PLAYERS:** 1
- **HEAD TO HEAD:** No
- **MEMORY PAK:** Yes
- **RUMBLE PAK:** No
- **OPTIONS:** Sounds/Brightness/Controls

CONTROLS

- **RESPONSIVENESS:** Good
- S** Start/Pause
- A** Cycle Weapons Up
- P** Cycle Weapons Down
- Up:** Map
- Left:** Activate
- Right:** Strafe On
- Down:** Run
- L/R** Strafe (lateral left or right)
- Z** Attack



The I



The majority of recent SNES releases and re-releases share several characteristics – they're largely platformers of the tried and tested variety; they're based on Disney titles and they're based on films. This combination has a reasonable pedigree to date but also some seriously sad ones too. Alongside *The Jungle Book*, *The Lion King* was a fine film and the SNES almost roars when this takes to the screen.



BIG CAT COMING!



The *Lion King* was Disney's first original feature length cartoon – that is, one that isn't based on an old fairy tale – and chronicles the coming of age of a young lion cub Simba. Simba is the rightful heir to his father's throne, but King Mufasa's evil brother Scar has other plans. Along with his trusted band of insane hyenas, Scar lures Mufasa and the wide-eyed Simba into a deadly wildebeest stampede. Mufasa is killed in the process and Simba is consequently forced into exile from the troubled kingdom. Scar then assails the throne and it's up to the young cub to defeat Scar and take back that which is rightfully his.



ion King

SIMBA CITY

You take control of Simba and begin the game as a young lion cub. His only defence in these early stages is a pathetically cute half-roar, but as the game proceeds his skills and abilities increase as he develops into an adult lion in preparation for the final showdown with Scar. Your playing will develop along with his and the further you go through the game the more 'adult' the games become. (Not that sort of 'adult'!) The young Simba has to be one of the cutest characters ever to have made it into a console game. Leave him inactive for a moment and he'll toy with a butterfly or playfully stretch and yawn just like Will.

As with *The Jungle Book*, the programmers here have captured the essence of the film superbly and it features some of the best character animation we've seen on the SNES. To get the feel of the film exactly how they wanted it, Virgin even brought in a team of Disney animators especially to heighten the visual presentation of the game, with over 2,000 additional frames of animation.





THE BOY WHO WOULD BE KING

Although *The Lion King* is in essence a platform game, there's far more to it than just leaping around collecting icons and defeating hostile creatures. The style of play's extremely varied throughout each of the ten levels, with the wildebeest stampede in Mode 7 being particularly impressive.

The game opens with a majestic hillside scene, and this first level is a fairly easy platform mission which has Simba nimbly leaping around collecting bonus items and tackling the occasional African low-life species. This is definitely the lull before the storm though as the action soon hots up, seeing Simba swinging on elephants' tails, bouncing on giraffes, and even dodging obstacles on a friendly ostrich. Here Simba has to roar at selected monkeys to arrange them in a set order before allowing them to throw you to safety - and we thought Earthworm Jim was weird!



IN THE MOVIES

As Simba is a four-legged creature Virgin had the difficult task of making sure he moved and fought with all the elegance of a real lion cub, and this has been done fairly well.

They've also found time to include some of the smaller touches that add to the realism, such as the way Simba leaps with his big padded front paws, leaving his hind legs scrabbling thin air for a better foothold!

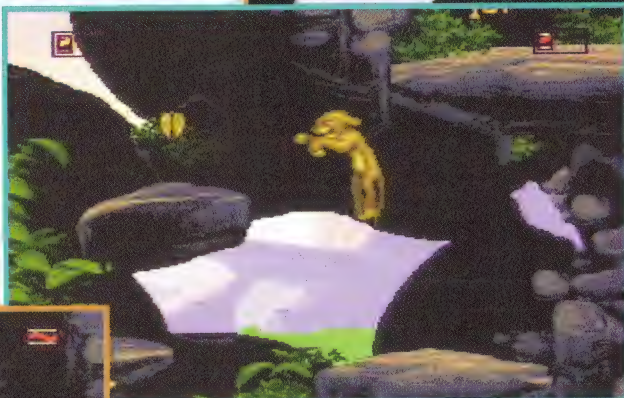
Things move along seamlessly with more platform sections set against some nice backgrounds and vicious, predatory enemies, before the action's intensified with the incredible wildebeest stampede - easily the most spectacular section in the game!

Simba frantically runs towards the screen, pursued by a wild herd which he must evade to continue his perilous quest.



LONG IN THE TOOTH

As Simba progresses through the game, he eventually develops into a full adult lion and his pathetic squeak's replaced by a more respectable roar. As well as this he develops extra moves and a whole host of attack manoeuvres with which to attack the onslaught of hyenas, monkeys and leopards. Here the game again takes a shift in gameplay and becomes a scrolling beat 'em up as Simba gets closer to the final showdown with evil Uncle Scar.



REVIEW SUPER NINTENDO ENTERTAINMENT SYSTEM

THE LION KING



OVERALL SCORE 8.5

INFO

- **GAME DIFFICULTY:** Fair to tough
- **ALTERNATIVES:** The Jungle Book

CREDITS

- **PUBLISHER:** Nintendo
- **DEVELOPER:** Virgin/Disney
- **PREVIOUS TITLES:** The Jungle Book, Beauty & the Beast
- **DISTRIBUTOR:** Nintendo
- **RELEASE:** Out Now
- **GAME TYPE:** Platform

FEATURES

- **PLAYERS:** 1
- **HEAD TO HEAD:** No
- **BATTERY BACKUP:** No
- **CONTINUES:** None
- **OPTIONS:** Music, Sound effects

CONTROLS

- **RESPONSIVENESS:** Good

A Roar

F Jump

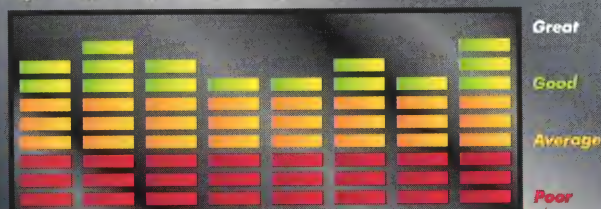
X Bite

Y Drag

L/R Various

S Start: Start/Pause
Select: Nothing

Sound Graphics Usability Originality Strategy Challenge Action Playability

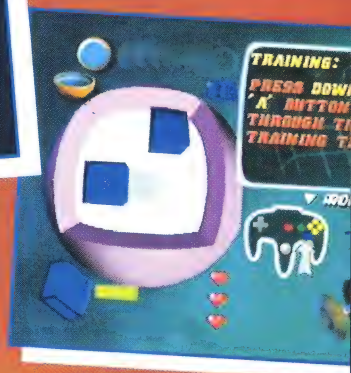


COMMENT - STEVE

They give me these 'cos they know I hate all this sickly, American trash, yet I have to capitulate yet again. The Lion King is a fine platform game; perhaps the best to come from the Disney label and the most authentic film license to date. The difficulty level is set at just the right pitch, easy to begin with but soon progressing to "oooooh you b%&@ \$" and likely to keep the majority of players happily frustrated for a good spell. Apart from its fine graphics, cool animation, variety in gameplay and respectable sound, The Lion King also possesses all of the features that go to making a great platformer, with loads of collectibles, superb gameplay, a host of hidden sections and some great bonus levels, such as the bug-catching level featuring two of Simba's friends, Timon and Pumbaa. The Jungle Book's becoming a deserved hit, and it looks like The Lion King could follow where the hit movie left off!

TETRISPHERE

As long as there's been a Nintendo, there's been a Tetris. On every Nin console created we've seen a number of variations on the old block-dropping theme and now it's the turn of the N64 to join in the fun. This is the first puzzle game to get the 64-bit treatment but does it make the most of this superior power or is it just a disappointing 16-bit conversion?



FIRST IMPRESSIONS

We first heard about Tetrisphere here in the NMS offices well over a year ago and we were just a little dubious. Surely the Tetris theme had been more than covered by now and, besides, how could you possibly make the most of 64 bits of power with a puzzle game?

Well, we're pleased to say that not only have Nintendo and H2O come up with a fresh, imaginative turn on an old theme, they've also made great use of the power at their disposal. It looks great, plays great and has an excellent thumping dance soundtrack. The obvious difference from previous incarnations is that this Tetris is played across a sphere instead of down a 2D grid, while some of the more 'aggressive' moves are more in the mould of Tetris Attack than the original puzzlers.



TETRI

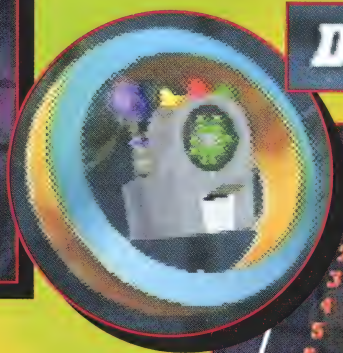
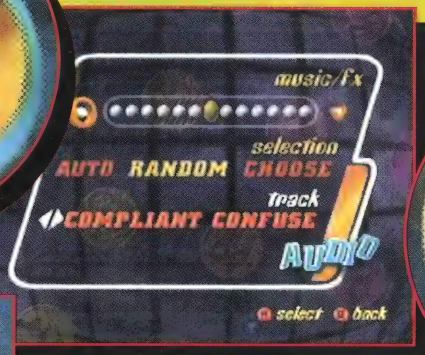


What's pleasing about Tetrisphere is that H2O haven't fallen into the trap that's caught several N64 developers (using so much of this extra power on great graphics that there's none left for gameplay). It does have great graphics but it's also got buckets of great gameplay too with five solo play modes and a good variety of multiplayer combinations. You'll also be able to alter the sound effects, the background music and the difficulty settings as well as choosing from seven robot characters to control your dragging and dropping. On top of all this, there's also a really good training section that both explains the games and reveals tips for advanced play.

OPTIONAL EXTRAS



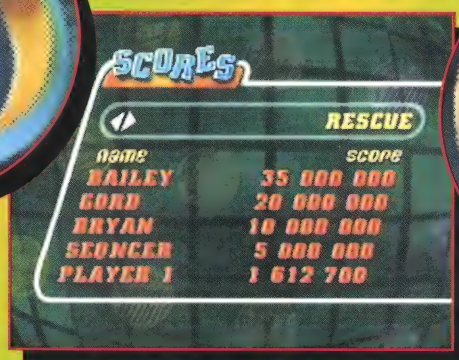
AUDIO



DATA EDIT



SCORES



CONTROLS



PLAYING WITH YOURSELF

Got no friends? Fear not, Tetrisphere has plenty of solo action to keep you happy for months. There are five distinct one player games to choose from and each of them offers up a different challenge and requires different skills. Your progress in all of the single player modes will be saved down on to your game pak automatically so you can go back to any of your games at any point and replay them.

MULTI!
DIG THROUGH THE
PIECES WITH THE
'A' BUTTON.
COMPLETELY
UNCOVER ANY
PICTURE TO WIN.

HIDE & SEEK

This is similar to Rescue except that in this mode you'll be given instructions at the start of each stage telling you what you need to accomplish. Sometimes you'll have to free a friend like before but on other occasions you'll need to stack up your pieces in a certain way or knock them through to reveal a picture. This provides a nice twist on the basic game and will hone your skills well.



RESCUE

In Rescue mode, the object is to remove pieces from the globe in the appropriate manner in order to smash through to the core and release one of your 'robot friends' from inside. Although this is the simplest of the one player games, there are 100 stages to work through and it provides plenty of traditional Tetris style addictive gameplay.

PUZZLE

There are 100 stages again in this mode and for each puzzle you'll be given a maximum number of drops and drags to use to remove all the blocks. The first few are easy but don't get complacent because they get tricky real fast. This provides a different challenge to the previous two modes because you'll have to think carefully and plan your strategies in advance before you start droppin' and draggin'. If you stuff up, you can keep trying as many times as you like but you won't be able to move on until you clear each one. The other thing unique to the puzzle mode is the ability to zoom the sphere in and out of the screen to get a better look at the layout of the blocks.



TIME TRIAL

This time it's not just about removing the pieces and getting to the centre - this time it's all about speed and racking up high scores. You'll have five minutes to clear as many spheres as you can, but if you want to notch up a really high score you'll have to check out the advanced training mode and learn plenty of clever combo techniques.



PLAYING WITH YOUR MATES

Although there's only one type of play mode for multiplayer games, it can be quite different depending on how many players take part. If it's just a straight 1-on-1 game then the two of you will take a controller each, input your names, choose a robot and go into battle in a split screen affair. If there's any more of you (and the game can accommodate anything up to eight players) then you'll go into a tournament setup where each of you plays each of the others in turn and your scores are added up on a total board so you can keep track of who's in the lead.



IN THE DARK...

Whenever you play versus games you'll notice some new dark pieces on your balls, so to speak. When these dark areas are removed they'll turn some of your opponent's globe dark too, making life more difficult for them. They make things tricky because you can't drop a block straight on to them without losing a life and the only way to remove them is to remove the blocks touching them. Difficult, but most satisfying when your mate's sphere gets cover in blocks he can't remove. He he!



VERSUS CPU

If you want a bit of added challenge but your mate's off on holiday then try the Versus CPU mode. Pick a robot and play head-to-head against your N64. There's a different set of rules for these matches (check out the Multiplayer section above) and you'll need to employ different tactics, but it sure makes for an all-action game!



TOTALS

TOTAL SCORE	199 900
HIGHEST COMBO SCORE	16 000
BIGGEST COMBO COUNT	15
TOTAL PIECES TAKEN	2
TOTAL DROPS	272
ONES UNCOVERED	64
LEVELS PASSED	3
	2



TACTICAL AWARENESS

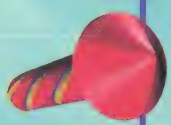
OK, so the main point of all this malarkey is to drop blocks and remove as much of the sphere as possible but there are a few ways that you can stack the odds in your favour if things get a bit hairy.



The higher the combos you produce with the power pieces, the more 'magic' you'll earn. Whenever you pull off a combo worth at least 20 pieces, you'll earn yourself some magic which will enable you to remove large chunks of the sphere at one go. This magic appears as one of a range of destructive devices that'll sit in the bottom of your speed meter. Whenever one appears you can activate it by pressing the down C Button.

FIRECRACKER

This'll take out a small area of pieces.



BUNDLE O' DYNAMITE

This wipes out all the pieces in a spread.



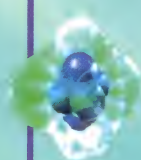
ELECTRO MAGNET

This will let you pull blocks off the face of the sphere.



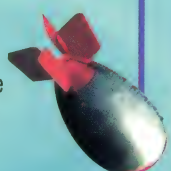
ATOM

When this explodes it'll peel off the whole of the sphere's top layer.



BOMB

This one's a bit like the Bundle O' Dynamite but it'll destroy a huge area of blocks.



RAY GUN

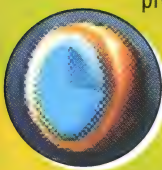
The most powerful of all, this'll slice right through to the core and remove all the pieces on route.



MAGIC MOMENTS

SPEED FREAK

Notice the little split globe thing in the bottom right corner of the screen? Well, this little fella is your speed meter and as each game progresses it'll make the whole thing more and more frantic. It starts off blue then turns yellow and starts bringing the large sphere closer to the screen. If it turns red you're up the creek! The sphere will get even closer to the screen and if you're not quick it'll all be over. You can halt the flow of the speed meter briefly though with clever use of the power pieces. Whenever you break between three and nineteen pieces at once you'll generate power pieces which appear as flashing yellow bars. Remove these and you'll not only get bigger combo scores, you'll add time to the speed meter too.



WILD ONE

Every now and then you'll get a question mark appear in the stack of upcoming pieces and this indicates a 'wild card' piece. As its turn to be dropped comes up, it will morph through all of the piece shapes and you'll be able to drop it on the appropriate block on your sphere. Because it changes shape so quickly, we found it was easy to decide what shape was needed then hover the cursor over it (until the wild card morphed into the right piece) then drop it quickly.



COMMENT

This is what puzzle games should always be like! In my opinion, the Tetris series was beginning to get a bit tired but this picks it up, shakes it about and leaves it looking fresh and new. The sphere itself is a good idea (well, it had to go 3D didn't it?) but the range of play modes offers a huge amount of variety and justifies the top score we've given it for lastability. It's just easy enough for beginners to get into but it soon ramps up the difficulty and should provide a challenge for everyone. The idea of robot characters is good too because each one cleverly alters how you play each game while the magic pieces and the earned destructive devices liven it up further. The impressive thing about Tetrisphere is that it really seems to have bitten a good chunk out of the N64's processing power and put it all to good use. The graphics are excellent and the pumping techno soundtrack gives the whole thing a really cool feel. This is puzzle-play with attitude. Brilliant!

LOU

ROBOT RAMPAGE

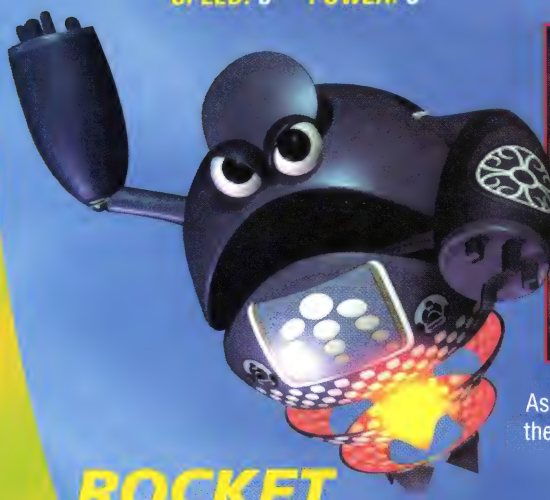
One of the things that gives this game a bit more personality than your standard puzzle fare is the range of robot characters for you to control. When you drag, drop and remove pieces from the globe, you're actually telling one of these robots to do it for you and each one has its own unique talents. Check out the list here and choose the 'bot that'll best suit your game plan.



WHEELS

Wheels is the ideal first choice because he has good all-round talents with equal scores for speed and power.

SPEED: 6 POWER: 6



As his name suggests, Rocket's the speediest of all the robots. He's not quite so powerful but you can't have everything!

SPEED: 8 POWER: 3.5

ROCKET

GEAR

A little slower than Rocket, Gear's got more in the power department so he makes a good compromise.

SPEED: 7.5 POWER: 4





TURBINE

Turbine's another good all-rounder with a lot of speed that's well balanced with plenty of power.

SPEED: 6.5 POWER: 5

STOMP

Stomp may be a little slow off the mark but he more than makes up for it by being the most powerful 'bot.

SPEED: 4 POWER: 8



GYRO

Almost as powerful as Stomp, Gyro has plenty more speed to balance up his abilities.

SPEED: 5 POWER: 7.5



JAK



Jak's probably the most gifted robot with just enough speed but a good power score to back it up.

SPEED: 5 POWER: 6.5

REVIEW NINTENDO 64

TETRISPHERE



OVERALL SCORE 9.5

INFO

- **GAME DIFFICULTY:** Easy to very hard
- **ALTERNATIVES:** None yet for N64

CREDITS

- **PUBLISHER:** Nintendo
- **DEVELOPER:** H2O/Nintendo
- **PREVIOUS TITLES:** Tetris series (SNES and Game Boy)
- **DISTRIBUTOR:** Nintendo
- **RELEASE:** Out now
- **GAME TYPE:** Puzzle

FEATURES

- **PLAYERS:** 1-8
- **HEAD TO HEAD:** Yes
- **MEMORY PAK:** No
- **RUMBLE PAK:** No
- **OPTIONS:** Difficulty/Start level/Music, etc

CONTROLS

- **RESPONSIVENESS:** Excellent

- S** Start/Pause
- A** Drop pieces/Select menu items
- B** Grab & slide pieces/Scroll through menu
- C** Up: Reset puzzle
Down: Use magic item
- L/R** L: Zoom into sphere
R: Zoom out of sphere (in puzzle mode only)
- Z** Drop pieces/Select menu items



WINNERS! WINNERS! WINNERS! WINNERS! WINNERS!

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1. b
2. a
3. c

Keith Cowie, Pialba, Qld
Kenny Baker, Perth, WA
Gary Clementson, Perth, WA

The answers were: 1b, 2b, 3a

WINNERS! WINNERS! WINNERS! WINNERS! WINNERS!

40 NMS

The third part of our Turok Playguide concentrates on Levels 6 and 7. Just like before, we'll tell you how to get all the weapons, keys and Chronosceptor pieces you need to get you all the way to Level 8 – The Final Confrontation.



TUROK

DINOSAUR HUNTER

Level 6

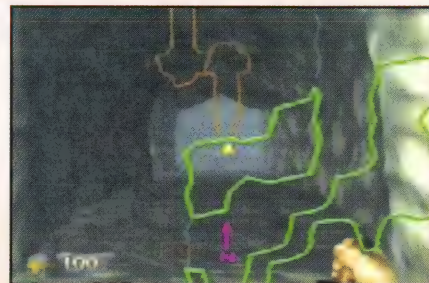
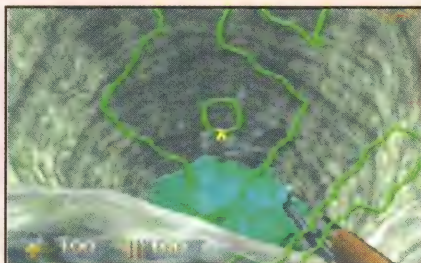
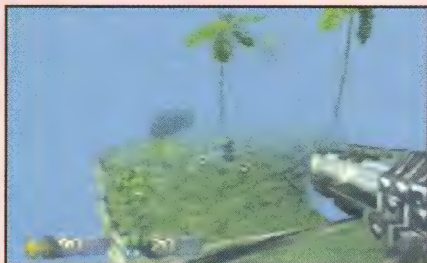
Treetop Village



The Alien Weapon

Just behind the Warp entrance there's a ledge with some shells and a Minigun. Nip there if you need to and then climb back up and continue on to the first Checkpoint. Collect the Grenade Launcher and pick off the guy on the platform below. Jump down and then down again to the next platform. Jump across the

three pillars to the next ledge and look for a cave that has another Minigun at the end of it. You should see a log path below you here so drop down and then look for another. Now head left until you see a bad guy across the canyon – the next ledge is just beneath his cave. Follow the ledges along the canyon and eventually you'll reach a large plateau with a big hole in the centre – drop down here to



Teleport Pad A then turn right and head through the cave system. When you get into the open air again jump down to a ledge. Follow this ledge along and leap to the next. You'll see a tree looming out of the mist and this marks the next platform. Jump to the log path then the pillars that will lead you to Teleport Pad B.

CONTINUED ON PAGE 46

Go through the Checkpoint and then make a long diagonal jump onto the 'N' shaped area ahead. There's a Purlin guarding the barrier ahead so have those Explosive Shells, Grenades or Tek Arrows at the ready. Once the barrier opens, drop down into the water and swim along until you see a waterfall on your left. The river seems to end here but if you hunt around you'll find a passage going off through some twigs – swim down here and you'll find the Alien Weapon. This neat little toy spews anti-matter charges that have quite a helpful blast radius. One of the other playguides we've seen had the pics of the Alien Weapon and the Particle Accelerator mixed up so don't get them confused. Swim back the way you came and get out of the water at the first bank on the right to find a Save Point. Now start your hunt for the first Level 7 Kev.



Level 6

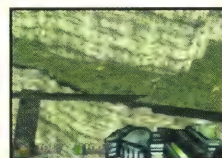
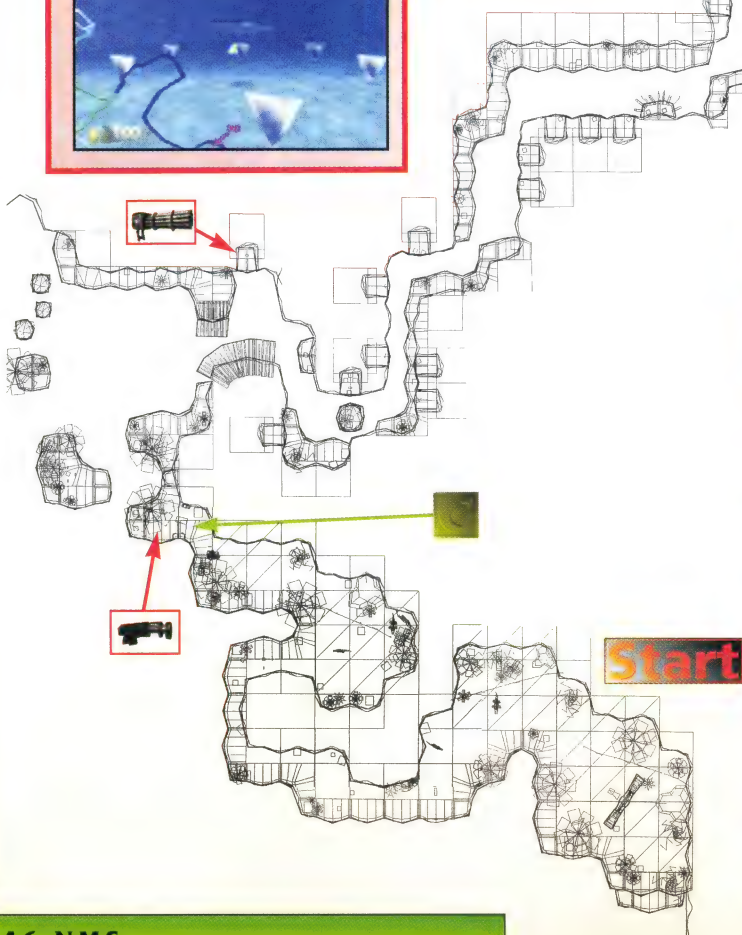
TO E

A

TO A

TO B

N
W E
S



Treetop Village



After saving at the Save Point go for another quick dip in the water and swim for the big tree with the tangled roots. You should be able to swim right into the middle of the tree. From here you'll get taken up the centre of the trunk in a big lift where you'll find yourself in the Treetop Village. Don't get too close to the edge of the walkways up here because some of the fences have gaps in them. Follow the walkway until you come to an area with two Purlins and, once you've dealt with them, look for a gap in the fence on the right. You can jump from here on to a ledge with plenty of pick ups. There are Teleport Pads (C & D) to get you from one ledge to another and then back to the walkway.

Continue until you find a Witch Doctor blocking your path but a Grenade or two will soon see to him. Before going through the barrier take the walkway behind you to a hut with a 25% health bonus in. Once you're back at the barrier continue on but watch out for a swinging log booby trap. Explore the village you come to because there are plenty of pick ups around, and unfortunately plenty of enemies. Carry on until you get to the Checkpoint and then turn right and follow a long path. Again there's a log booby trap, this time

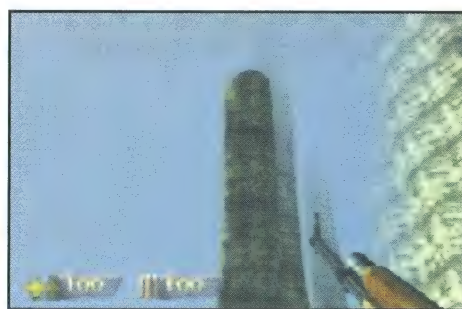


just after the Witch Doctor. At the end there's a building with the first Level 7 Key in it, closely guarded by a Commando. Now head back to the Checkpoint. As you go, look at the area below and if you see any bad guys have a quick snipe at them to clear the path ahead.

Level 6

2nd Level 7 Key

Back at the crossroads with the Checkpoint go up the path with the spiral staircase and hit the Switch at the top to open the barrier. Beware, this area has loads of Witch Doctors and Ancient Warriors and only contains ammo and health bonuses so do you really need them? If not you may be best going back to the crossroads and carrying on. If you do go in the bonuses area at the edge of the platforms, clear the area and then go back to the crossroads and turn right where you'll get to a line of pillars. Jump on the first one and it'll rise to the level of the next and so on. At the top is another area with a

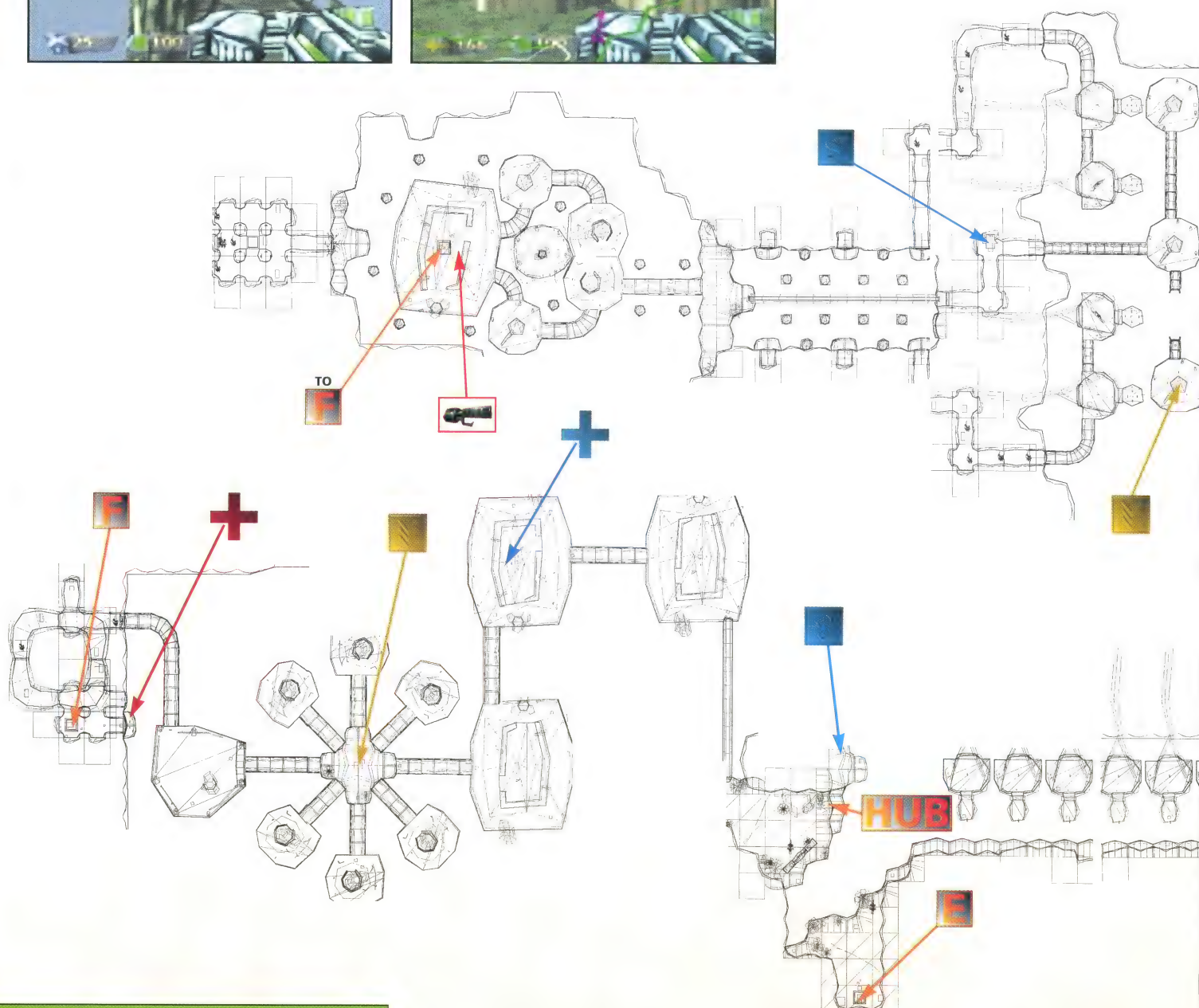


hole in but this time you'll have to jump down the ledges inside until you see a cave entrance. Jump to the cave and then explore the branches off the main path for some useful items. At the end of the path you'll find a building with a Save Point and Teleport Pad E.

At the other side of the Pad follow the ledge along and you'll go past some huts on stilts where the ledge will narrow and twist left. Explore this area for pick ups. There's an Ultra Health near a vine at the far end, past

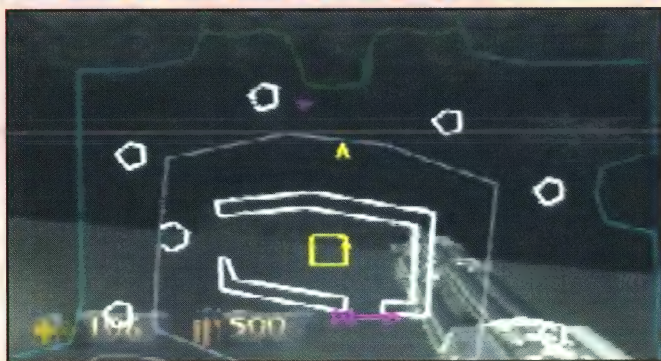
the buildings. Now double back and kill the Purlins so that the barrier will drop and you can continue on.

Along the walkway you'll find a village packed with enemies – so clear all the huts methodically. You'll probably see the Key on a platform on its own but you can't get to it yet. Eventually you'll reach a Save Point. Isn't it funny that after most Save Points or Checkpoints there's a nasty surprise around the next corner or a tricky jump? Well, in this case there's both! Kill the Purlin first (try bouncing grenades around the corner if your health is low) and a barrier should open behind his body. Quickly deal with the two Soldiers you can see from the rope bridge then turn left and jump to the very narrow ledge on the wall. If you make it, then jump to the next ledge and find your way out of the caves. You'll see the Key again and this time you can make the jump and collect it.

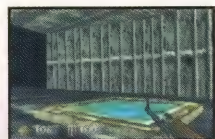
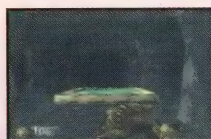


Treetop Village

The Quad Rocket Launcher



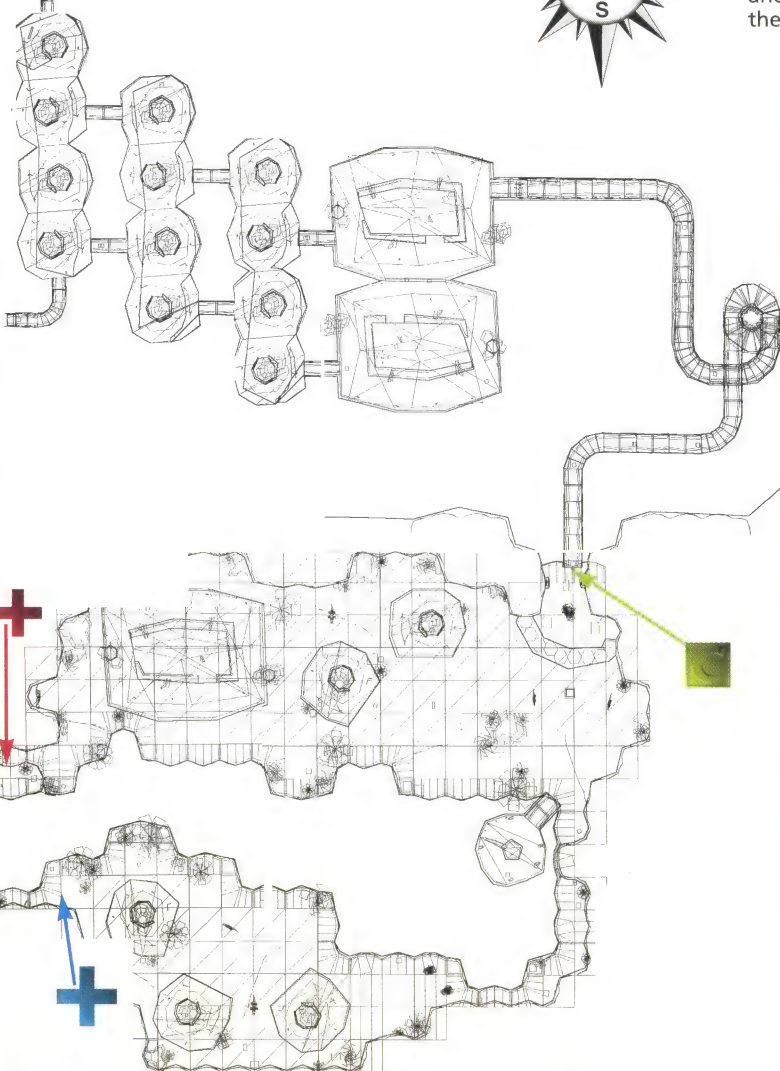
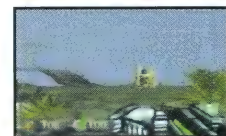
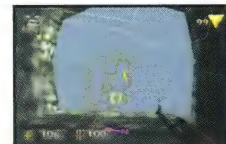
After getting the second Level 7 Key jump across to the section of broken walkway – you can grab hold of it and climb up. Get back to the Save Point in the cave and run along the rope bridge. In the big building at the far end of the path is Teleport Pad F but before you use it go to the back of the building and look for a ledge and jump over to it. In the cave is a Warp that will take you to the roof of the building and the Quad Rocket Launcher weapon. This hefty piece of hardware fires four rockets and is very handy against Purlins and the like. Drop back down now and use the Teleport Pad.



3rd Level 7 Key



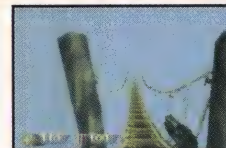
Once you're in the cave system at the other side of Teleport Pad F drop out of the cave entrance straight ahead to get an Ultra Health. Then jump over to the walkway and the large open area. Two Witch Doctors will literally drop in to see you and if you're having trouble dealing with them both at once then run back up the walkway. They'll follow you up and end up both on the same side of you. Once they're dead the barrier ahead will drop and you can carry on to find the third Level 7 Key in front of you.



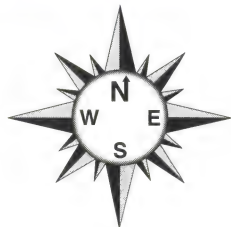
Chronosceptor



There are useful bonuses in the huts around the last Level 7 Key so have a hunt around and then find the walkway guarded by the Witch Doctor (he'll probably find you first though). Once you've defeated him, follow the path down to a large building and you'll pass two more of these buildings before you find a rope bridge again guarded by a Witch Doctor. At the end of this you'll see the Hub Exit. Don't go through just yet but look behind for a ledge to drop down to. Once down there you'll see another ledge holding the Chronosceptor Piece. Climb back up, go to the Hub and save. Level 7 awaits!

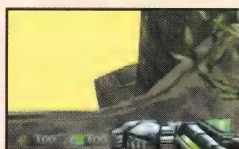
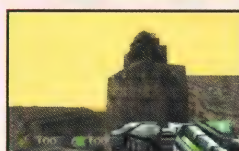
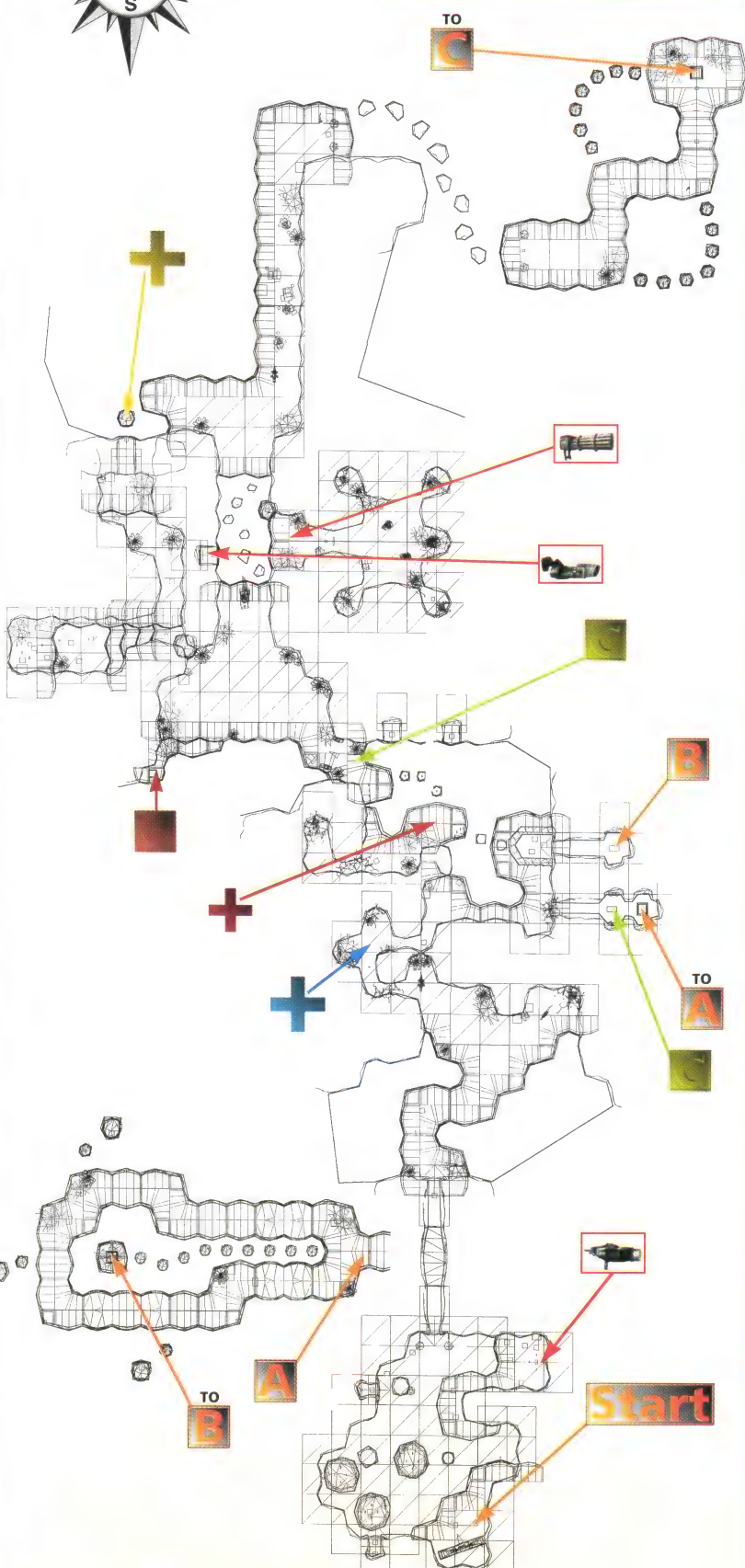


Level 7



The Fusion Cannon

Run left from the start and jump over to the next ledge on your left. Just around the corner you'll find some useful ammo and health items but they're quite well guarded. Jump across the pillars for the Life Force icons and then drop to the floor. Watch out for Beetles and look for the exit tunnel. Follow the canyon along until you see a cave, go in past the Checkpoint and use Teleport Pad A. You need to kill all the aliens on the pillars around the edges to raise the pillars in the centre. There are plenty of Explosive Shells about but save them for later. You can pick off the aliens when you're just out of their range with the Assault Rifle or Minigun. When all the pillars are raised jump up them to Teleport Pad B. The barrier ahead will fall as you walk up to it so jump the pillars to the next ledge. You'll soon see a trail of icons leading off the side of the ledge – follow them and then go left through a Checkpoint. Now you'll meet your first Triceratops.

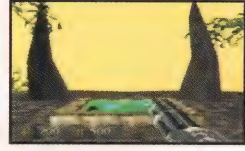
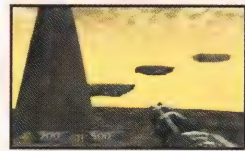
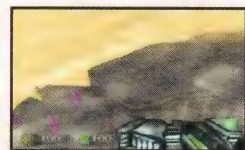


This big beast is quite tough to defeat. The first step is to run, very fast, away from it. It won't follow you immediately so you'll have time to swap to a decent weapon – try the Grenade Launcher first. Nip out from behind cover and lob a couple towards it and then duck back before it fires off any rockets. You should be able to do this a couple of times before it starts coming for you. Once it does there's nothing for it but to run in circles around it strafing it as much as you can. The Explosive Shells are useful here.

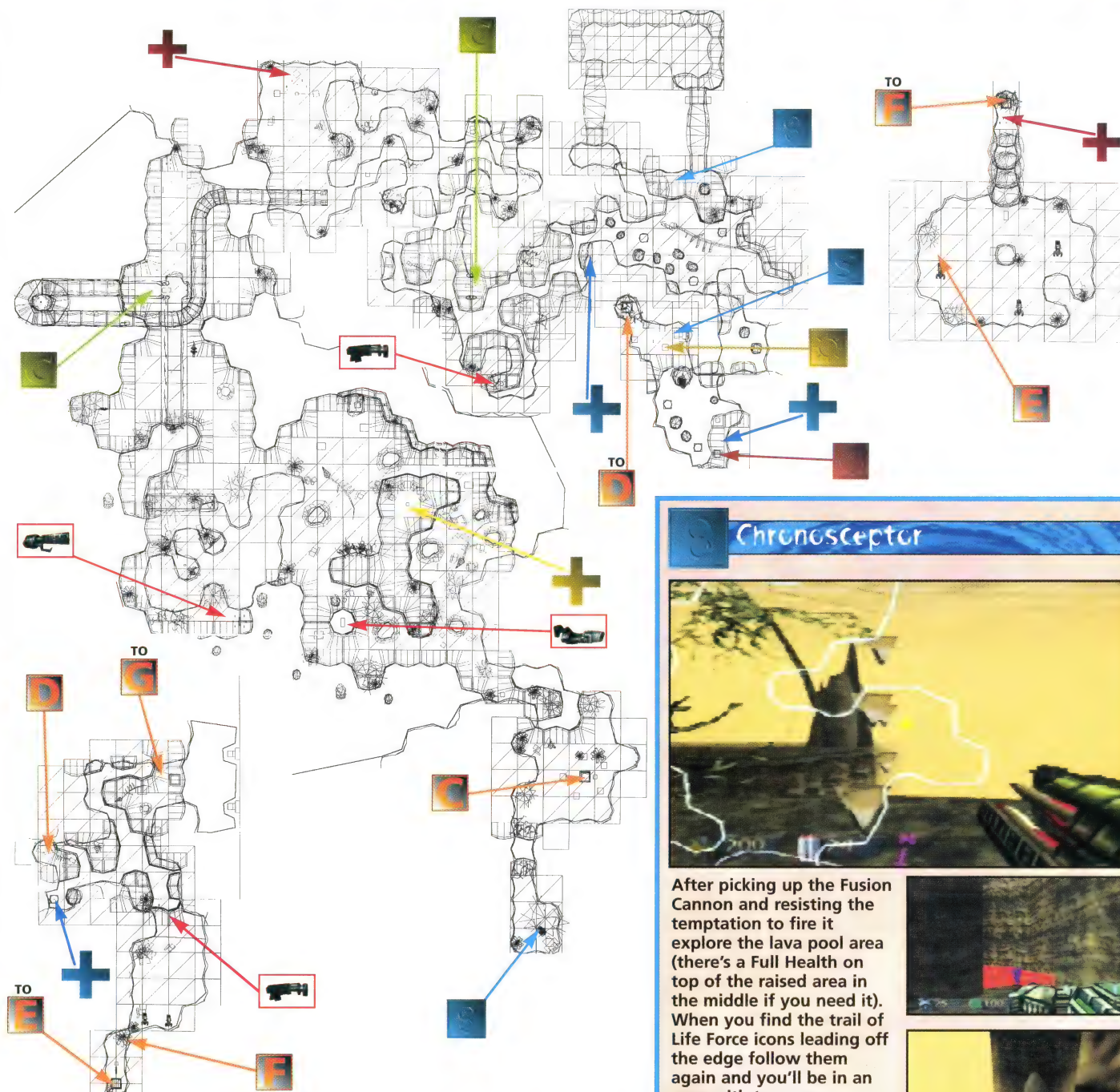
Once he's dead you can look for a ledge with a switch, drop down and activate it and climb back up. There are two ways you can go now. If you go to the far cliff edge you'll see a vine. Leap over to it and climb up to get loads of ammo and then jump from the top on to the first floating rock, then jump from rock to rock, picking up the Fusion Cannon from the cave as you go.

However there is an easier route. The switch opens a barrier on your left which leads you to a staircase of rocks leading down. Climb the vine at the bottom and pick up some Tek Armour when you get to the top. Follow the ledge to the next vine and climb again. If the Witch Doctor and Raptor appear together they might fight amongst themselves, so take out the winner when they've finished. Go through the short tunnel and jump down to the platform with the Full Health. Jump to the area ahead (the two routes merge again here) then look out for falling rocks and the Witch Doctor at the end. Jump up the floating rocks to the next area and at the end you'll find Teleport Pad C.

Once through the Teleport head right until you find the molten lava pools. Look for the one that isn't bubbling and jump in. If you've got the wrong one you'll soon find out! At the bottom is the Fusion Cannon. This will unleash a mini nuclear explosion but only comes with two shots and is slow to fire. It will, however, take out a Triceratops with one shot, so it's useful to have when you're in a tight spot – just don't use it at close range.



The Lost Land

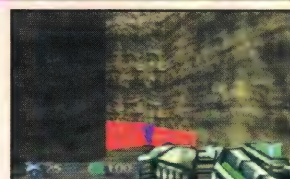


Checkpoint		LEGEND
Save Point		
Level 8 Key		
Chronosceptor Piece		
Teleport Pad		
Switch		
25% Health		
Full Health		
Ultra Health		

Chronosceptor



After picking up the Fusion Cannon and resisting the temptation to fire it explore the lava pool area (there's a Full Health on top of the raised area in the middle if you need it). When you find the trail of Life Force icons leading off the edge follow them again and you'll be in an area with two cave entrances. One leads to a tunnel and walkway into another area. Take this one and keep hopping from rock to rock until you get to some moving pillars. Jump up the first three and then look left to see a platform below you. Jump to it and then into the non-bubbling lava beyond. Dive down through the hot stuff and find a tunnel. When the tunnel opens out, surface and find a ramp out of the pool. At



the exit of the tunnel ahead, turn right and you'll see the Chronosceptor Piece.

Level 7

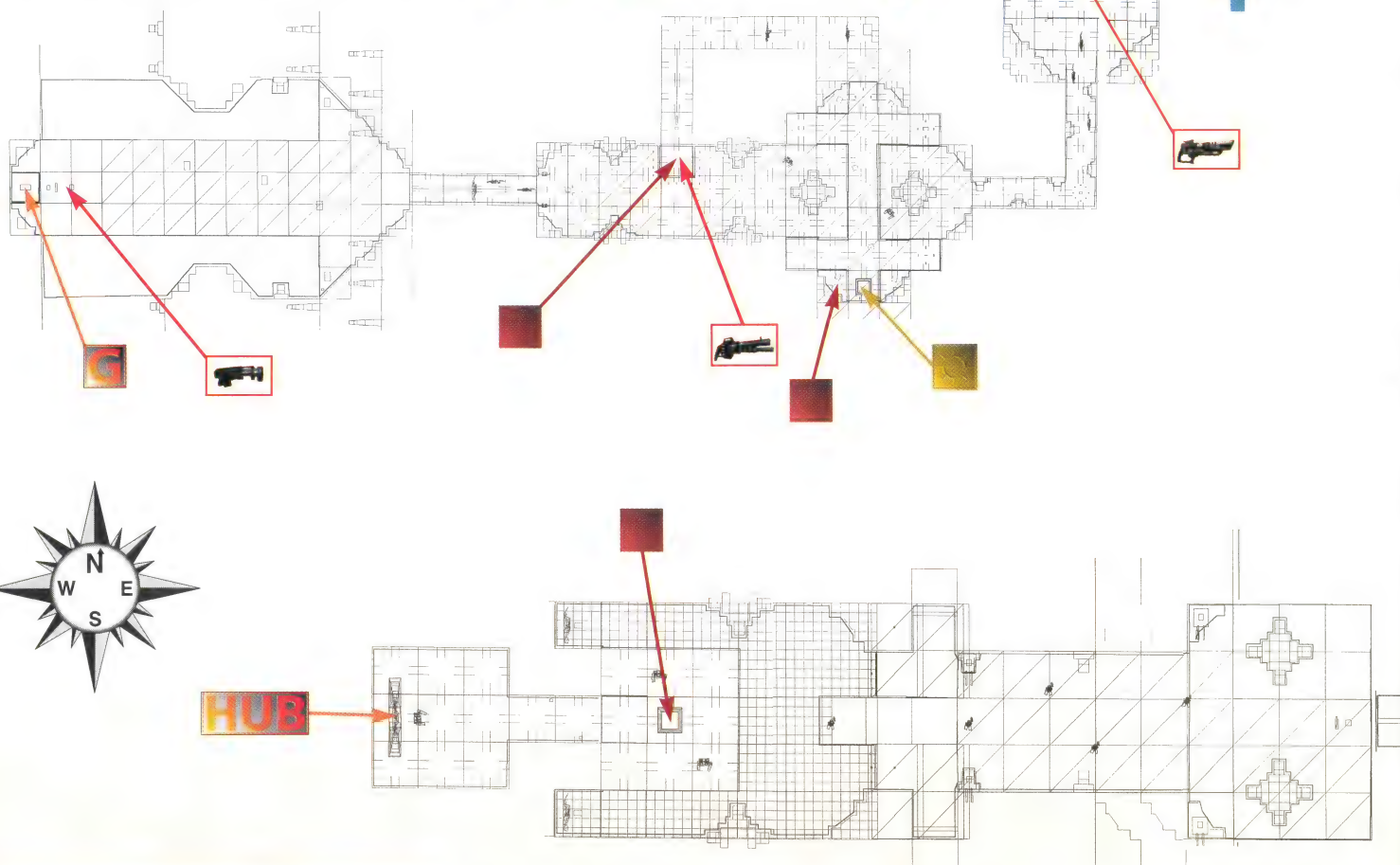


4th Level 8 Key

Now you've picked up the Chronosceptor Piece drop down to the left to get a Backpack and then down to a platform in the lava for some Tek Armour. Now run across to the start of the moving pillars and start up them again. This is quite a tricky series of jumps so use the map, take your time and wait for the next pillar to be level with the one you're on. It's best to wait a while so you can spot the pattern in the movements. Once you're at the top, kill the Witch Doctor to raise the pillars then jump across and kill another to raise some more. On the next platform hit the Switch and a Purlin will appear so kill it to raise yet more damn pillars (if I wanted to jump about I'd be playing Mario!). Across this set of pillars is a well earned Save Point and a Level 8 Key.



Checkpoint	
Save Point	
Level 8 Key	
Chronosceptor Piece	
Teleport Pad	
Switch	
25% Health	
Full Health	
Ultra Health	



5th Level 8 Key

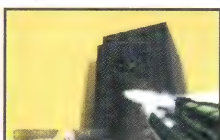
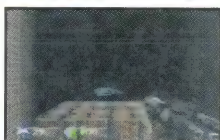
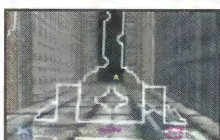
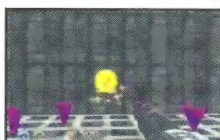
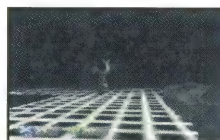
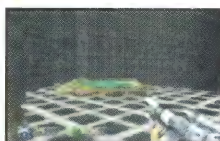
From the Save Point step on to Teleport Pad D and once you're on the other side you have two choices:

A: Turn right, go up the vine and at the top you'll meet the hideous Subterraneans for the first time. The Quad Rocket Launcher is quite effective for these irritating invertebrates, they'll go under and then come back up so watch where you're treading. Then go through Teleport Pad E to another area which is also filled with Subterraneans. Kill them all and you'll get access to Teleport Pad F that takes you back to the area with Teleport Pad E. Jump down near the vine and turn right for Teleport Pad G.

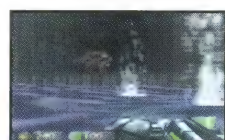
B: Just head straight for Teleport Pad G and avoid the Subterraneans.

I know which I'd choose. Anyway, once you're on the other side of Teleport Pad G you'll find yourself on an ascending lift. Once you're at the top pick up the Grenade Launcher and get ready to face hordes of Alien Infantry. They might be a bit quick with their rocket packs for Grenades so try some of your lighter weapons instead – you should be well used to choosing the right tool for the job by now. Once you're through them get up the ramp past the armed raptors and you'll soon see a large block surrounded by Life Force. Run past it and turn right and look for a Switch. This Switch lowers the block so run back and get on it. Once it goes back up, run along on the catwalk and straight ahead is the last Level 8 Key. Now you have everything you need to get to the Final Confrontation. All you have to do now is get back to the Hub.

The Lost Land



Drop down from the catwalk and head along the passageway. Follow it past the platform with the four 25% Healths and Pulse Rifles and on to the Checkpoint. You can either jump from pillar to pillar to get the weapons or just step on to Teleport Pad H which takes you near Teleport Pad I. Once you warp to I a staircase of floating platforms appears to take you up to a Switch. The Switch activates a lift that you can reach by going up either ramp ahead. At the top of the lift there's a platform you can jump to for a Full Health. Use some hefty firepower to get rid of the Heavy Cyborgs here – Rockets or Grenades are ideal. Cross the bridge on this level and take out the Gun Turrets above you. Now head up the ramp. Run through the next area, doing your best to avoid the Alien Infantry and Gun Turrets. At the waterfall jump down into the water below and when you surface swim to the platform. The Switch here will open the door to the exit Warp. Save your game and step into the centre of the Hub. At last it's time for the final confrontation. Today is a good day to die!



The last part of our Turok Playguide next month will take you through Level 8 – The Final Confrontation. Don't miss it!



PREHISTORIK MAN



EVEN MORE CURSED CRITTERS!!

We'll start with an ID parade. Some of these characters should never be allowed to see the light of day, but we'll let 'em out just this once to show them off!

FIREFLY

Don't be too ready to swat this critter 'cos it'll help your eyesight out in the Dark Tree. In fact it's just about all the help you're gonna get here!



TRIBESMEN (HOMONEADIEN)

I always thought it was country folk that were stupid and slow. Maybe these Slimeville town-dwellers are just plain stubborn.



BLOB (SNOTTIUM MAUVUM)

Slimeville hides many creatures, amongst them this yukster. Blob only knows where he mutated from, but his green slime can prove very sticky indeed.



RHINOSAURUS

(SPEEDUS STUPENDIUS)

Like a bat out of Hell; 'cept it ain't a bat and Hell's where you can send this armoured reject if you're smart enough.



BAT (FLAPPA NOSEEYA)

Battering a bat is perhaps the single most satisfying use for a club. In the dark of the caverns they can be really annoying if not stopped.



Last month we showed all the delights and downfalls of the Titus platform romp *Prehistorik Man* as well as taking you through a batch of the levels. This time we finish off by giving you a quick glimpse of the last 10 stages from the Dark Tree right through to the Dinosaur Graveyard itself.

PIRHANA (BITESA URBUMUS)

God these are annoying! They're out of the water and on you before you can put your teeth in. And they can jump high too!



DINOSAURS

(VILANUS BADIS)

These guys have been in it from the start, but they don't get any easier to beat. In the caverns they'll bite and batter you if you don't get to them first.



PENGUIN (FREISIN MIBUTOFF)

These slippery guys are well chilled off about something. Bein' stuck on an ice flow won't help them cheer up either. Have no sympathy!



POLAR BEAR

(LOBUS SNOBALUS)

A cousin of the brown, this bleached-out bear is a lot tougher! He chucks ice and snow and tries dastardly blocks to prevent your progress.



FRIZZLE (MANIYA VOLTA)

This shocking snowball is found lurking with Polar Bears and Penguins on the ice shelves before you reach the Graveyard.



PHANTOMS

Ever been dragged off by the ghoulies? You've gotta be so-so speedy to out run these unfathomable pahntoms.



14

DARK TREE

OK, you've got your Firefly, but its light isn't more than a few watts. Added to that this rotten old tree contains rotten old fungus that collapses when touched, and some deadly spikes too! Use the 'look' feature as much as you need to creep your way downwards.



The tribe here stole a book with the secrets of machines and details of how to get to the Dino's Graveyard. The guys here won't listen to reason, so teach 'em a lesson with your club. The spitting slimeballs are best dealt with by creeping up behind 'em.

SLIMEVILLE

15



17

SLIMEVILLE (AGAIN!)



Right, you've made it into town, now to find the pages of that book. The town took a better bit of bamboo to build, and the Slime folk have used this in all their inventions. Use the moving platforms to explore all areas.



The good ol' inventor has come up with the wheel, at last! It's a tough one to control but you're gonna need the speed to get out of town ahead of your pursuers. But remember that brakes haven't been invented yet! Use the ramps to gain some additional lift.



SLIMEVILLE TOWN

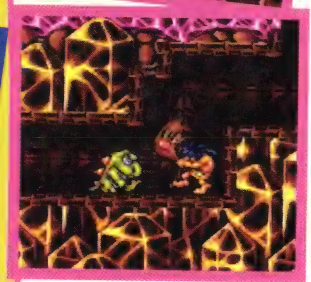
16



CRYSTAL CAVERNS II

19

The Elder's daughter (your intended) has gone and lost herself in the caverns. The floor's covered with sharp crystals and bats are everywhere. Dinos breath fire and the platforms are none too easy to get to. Not only that, but everything's pink!



Oh good! There's an underground river beneath these caves that leads out towards the Dino's Graveyard. All you've gotta do is find it. There are hidden tunnels amongst the crystals and stores of spears and other hidden goodies.



CRYSTAL CAVERNS

18

ICEBERGS

21

Whew! These are tough enough to heat things up! The 'bergs rock and roll in the sea's swell, and they're as slippery as er... ice. Some have holes too and they're all fiercely defended by polar pests. And that water's bloody cold!



That Metalsmith has turned his head to rafts, but piranhas will do their best to knock you off and there are some mighty leaps to make before the end. It's worth letting Sam drown once or twice just to see the look on his face!

20

CRYSTAL RIVER



DINOSAUR GRAVEYARD

23

Dinosaur ghosts guard this place with their afterlives and they won't be dealt with by clubbing or shouting either. It's run and dodge for the most part as even jumping onto the spooky sacks will hurt you more'n it hurts them. Take advantage of your invincibility when you're hit to outrun a few, but there's the Guardian of the Graveyard to deal with yet!



Climb the cliffs in the Ice Wastes to get to the Dino's Graveyard. Unfortunately the polar bears chuck snowballs that are hard as ice, and the penguins have remembered your treatment of them on the icebergs. Then there are Frizzles! Don't have any worries about this lot becoming extinct either, just let 'em have it!

ICE WASTES

22



There's rather more to this prehistoric monster than we've been able to show you here and each level hides a host of secrets and is worth

exploring to the full. All the characters are more than just sprites too, and Sam's a real favourite with us in the office. If you haven't got hold of this ancient romp yet we recommend that you do so before it becomes extinct.



NBA HANG TIME

In the August issue we took an in-depth look at Midway's 64-bit basketball sim NBA Hang Time. This month we go through some of the basic strategies and list the best player match-ups for each of the 29 teams. As well as that we'll give you a sprinkling of codes to give you the upper hand in all your games.

Offensive Strategies

Although the AI means that your team mate will be smarter, it also means that you'll have to be more on the ball too, especially if you're playing against the computer. Again, it's important to have a wide range of tactical skills at your beck and call and be able to change tack mid-game.

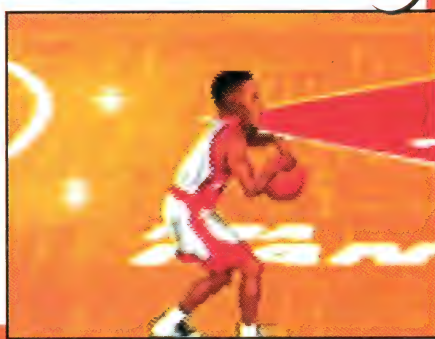
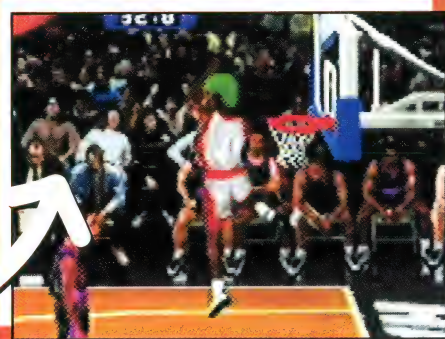
Teamwork

The key to 2-on-2 basketball is teamwork and the advanced artificial intelligence features on the N64 mean that your partner will react logically and intelligently to all the plays. He won't just keep powering to the ring, instead he'll make the moves he needs to in order to maintain the current attack or defensive situation. The only thing he won't do is pass on his own – you control all the passing moves. The important thing is to learn the plays and moves well and be able to predict what's coming next.

You can use elements of the game to help you that you might think are just for show. For example, when the court-side commentator shouts 'Raises up!' that's your cue to quickly pass the ball to your team mate who should be ready to smash it home.

STRATEGY 1

There are several good tactics you'll need to employ to get ahead in NBA Hang Time and one of the most important is the 'give 'n' go'. This is usually fairly simple to achieve but is really effective. If you're stuck in your own court but you manage to take a rebound then hang around for a few seconds while your partner breaks away down court. Once he's in place just power the ball down to him and he'll have a clear shot.

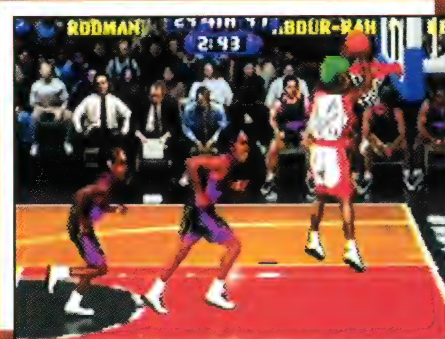


STRATEGY 2

Another really important tactic to employ is fast regular passing. In this game you won't get away with pulling the same moves time after time, so you'll need to keep the ball moving and keep changing your plays regularly. The computer will soon learn if you keep trying the same thing.

STRATEGY 3

Of course the only real way to win is to score more baskets than the opposition so you need to be both creative and accurate in setting up scoring opportunities. Again you can stack the odds in your favour by pressing the Turbo and the Shoot buttons together as you make the shot. If you're trying a jump shot then don't let go of the ball until you're right at the top of your jump.



Defensive Strategies

Just like on the attacking side, defensive work's a lot tougher in NBA Hang Time than in any of its predecessors. You need to plan your strategies carefully – do you want a one-on-one or a full zone defence for instance? The choice is yours but make it snappy!

STRATEGY 1

Don't use the Turbo too much when you're in attack but make sure you make the most of it when you're powering back to defend or jumping to block a shot. Don't overuse it though because it can take a while to recharge once you've worn it down.

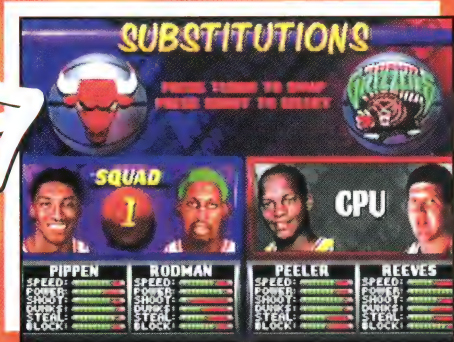


STRATEGY 2

There's no problem with fouling in this game so take full advantage to steal the ball or charge your opponent down whenever you can. If you want to push a player over then press the Steal and Turbo buttons together when you're standing in front of him. This'll work even if he's in mid-air.

STRATEGY 3

Wearing down the opposition is all part of the game too. You'll only be allowed to make substitutions at half time so put more pressure on during the first and third quarters. This should make shoving and stealing easier in the second and final quarters.



Codes

Just like in most of these kinds of games, there's a host of hidden codes and cheats to liven up the gameplay. You'll notice at the 'Tonight's Matchup' screen that there is a three-digit number for each team at the bottom of the screen. These work a little like the symbol codes in Mortal Kombat – as the screen appears you'll have a few seconds to press the button combinations you want to reveal the code you're after. The first digit is the number of times you press the A Button, the second digit is the Down C Button and the third one is the Right C Button. We've listed a few here but no doubt you'll find loads more.

390 – no pushing

048 – no background music

616 – maximum blocking skills

552 – hyper-speed

937 – legal goal-tends

025 – baby mode!



Player Matchups

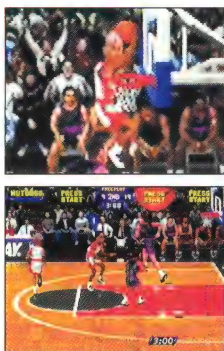
If you want to make it on court in NBA Hang Time you need to get yourself familiar with every last one of the key players. Each of the 29 teams has a choice of 20 different 2-man line-ups and we've listed the best one of these squads for every team along with an idea of who to substitute if one of the star players gets a little shaky. So take your pick!

Atlanta Hawks

SQUAD 1 Mutombo & Blaylock

Blaylock's great in the speed, shooting and stealing departments but you'll need to protect him because he can sometimes be vulnerable to injury due to his slight lack of power. Mutombo's a real powerhouse though (even though he can be a little weak at shooting) so he'll balance the squad out.

VANCOUVER WASHINGTON ATLANTA BOSTON CHARLOTTE CHICAGO SQUAD 1 MUTOMBO BLAYLOCK SPEED: 80% SHOOT: 70% POWER: 90% STEAL: 80% BLOCK: 90%	SPEED: 80% SHOOT: 70% POWER: 90% STEAL: 80% BLOCK: 90%
--	---



Boston Celtics

SQUAD 7 Barros & Radja

Boston's Barros and Radja stack up pretty much like Atlanta's pairing with a mix of talents that balance each other out. If Barros gets a little tired in the second half you can always try swapping him with either Minor or Brown. Both of these guys can offer up some good stealing and dunking skills.

WASHINGTON ATLANTA BOSTON CHARLOTTE CHICAGO CLEVELAND SQUAD 7 BARROS RADJA SPEED: 80% SHOOT: 70% POWER: 90% STEAL: 80% BLOCK: 90%	SPEED: 80% SHOOT: 70% POWER: 90% STEAL: 80% BLOCK: 90%
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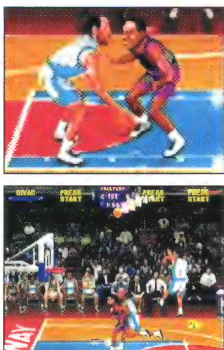


Charlotte Hornets

SQUAD 2 Divac & Rice

Divac's really strong when he's on the defensive with some excellent blocking skills and plenty of power under the hoop. He's a little low on the shooting and dunking side but as a contrast, his partner Rice is a shooting supremo, so as long as Divac keeps setting them up, Rice'll keep powering them home for two points.

ATLANTA BOSTON CHARLOTTE CHICAGO CLEVELAND DALLAS SQUAD 2 DIVAC RICE SPEED: 80% SHOOT: 70% POWER: 90% STEAL: 80% BLOCK: 90%	SPEED: 80% SHOOT: 70% POWER: 90% STEAL: 80% BLOCK: 90%
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Chicago Bulls

SQUAD 1 Pippen & Rodman

You could have guessed this partnership couldn't you?! Scottie Pippen and green-haired Dennis Rodman are two of the NBA's finest and they both come on court with a huge array of talents. If either of them do get tired (which is fairly unlikely!) Kukoc makes a good first choice sub, followed by Longley and then Kerr.

BOSTON CHARLOTTE CHICAGO CLEVELAND DALLAS DENVER SQUAD 1 PIPPEN RODMAN SPEED: 80% SHOOT: 70% POWER: 90% STEAL: 80% BLOCK: 90%	SPEED: 80% SHOOT: 70% POWER: 90% STEAL: 80% BLOCK: 90%
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Cleveland Cavaliers

SQUAD 6 Mills & Phills

Dunking's not such a good move with Mills and Phills because neither of them score too highly in this department. But when it comes to shooting from the floor and stealing the ball off the opposition, this pairing's got it licked. If you need a sub, or you just want a little variety, try bringing on Hill to replace either of them.

CHARLOTTE CHICAGO CLEVELAND DALLAS DENVER DETROIT SQUAD 6 MILLS PHILLS SPEED: 80% SHOOT: 70% POWER: 90% STEAL: 80% BLOCK: 90%	SPEED: 80% SHOOT: 70% POWER: 90% STEAL: 80% BLOCK: 90%
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Dallas Mavericks

SQUAD 2 Kidd & Mashburn

These two Mavericks are real speed demons. They thrive on fast footwork and fast passing so make sure you keep them on the move at all times. Keep the ball with Kidd for as much of the time as you can but pass it off to Mashburn to take the more demanding shots. He's got much higher stats for shooting and dunking.

CHICAGO CLEVELAND DALLAS DENVER DETROIT GOLDEN STATE SQUAD 2 KIDD MASHBURN SPEED: 80% SHOOT: 70% POWER: 90% STEAL: 80% BLOCK: 90%	SPEED: 80% SHOOT: 70% POWER: 90% STEAL: 80% BLOCK: 90%
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Denver Nuggets

SQUAD 2 Jackson & McDyess

McDyess is a fairly well-rounded player with good all round skills but you might need to bring him off at half time. If you take him back to the bench, then replace him with Stith or Ellis to boost your shooting power. Jackson's main strength is his stealing talent so the enemy better hold on tight when he gets possession!

CLEVELAND DALLAS DENVER DETROIT GOLDEN STATE HOUSTON SQUAD 2 JACKSON MCDYESS SPEED: 80% SHOOT: 70% POWER: 90% STEAL: 80% BLOCK: 90%	SPEED: 80% SHOOT: 70% POWER: 90% STEAL: 80% BLOCK: 90%
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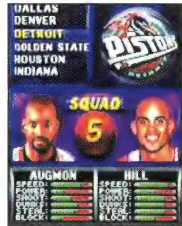
Detroit Pistons



SQUAD 5

Augmon & Hill

You'll not find much to choose between Augmon and Hill because they're both pretty strong in shooting, dunking, speed and stealing. You'd be best to leave most of the blocking to Hill though. They're a pretty powerful combination all in all but if you want to mix it up a bit, try bringing on more power in the shape of Thorpe.



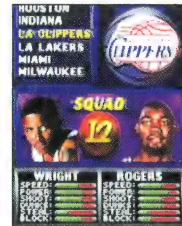
Los Angeles Clippers



SQUAD 12

Wright & Rogers

The LA Clippers are another well balanced side but to get the edge over the opposition you'll probably want to go for the better blocking and stealing skills of Wright and Rogers. If you want to swap another player in you could opt for Barry - his skills are similar to Rogers' but he'll provide a little more variety.



Golden State Warriors



SQUAD 1

Smith & Sprewell

This is another of those fairly predictable combinations with both the Warriors stacking up well in most areas. Sprewell comes up a touch short in blocking talents but you should cope OK despite that. You can sub any of the rest of the team if you have to but you'd be advised to avoid changing from your starting line-up.



Los Angeles Lakers



SQUAD 1

Van Exel & Ceballos

The LA Lakers' Van Exel and Ceballos are both pretty poor when it comes to blocking but their shooting and speed are second to none. They'll pull off a bit of stealing too but they'll suffer quickly if they get into any barging or shoving so it's always wise to keep them out of danger. Don't rely on Van Exel for dunking though.



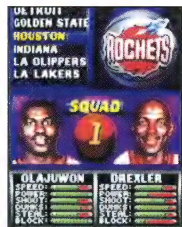
Houston Rockets



SQUAD 1

Olajuwon & Drexler

The Houston Rockets offer up yet another 'dream team' pairing with both Olajuwon and Drexler holding an impressive roster of skills. The only minor weakness in the side comes in the form of Drexler's lower power and blocking ratings but you can always sub Elie if you want to increase your shooting, speed and dunking abilities.



Miami Heat



SQUAD 1

Mourning & Hardaway

This Miami pairing have power by the truckload and will win out in most offensive and defensive situations with brute force on their side. They've both got minor weaknesses (stealing for Mourning and blocking for Hardaway) but they tend to balance each other out fairly well. If you need to block use Mourning.



Indiana Pacers



SQUAD 2

Miller & Smits

All of the Indiana Pacers have impressive stats across the board but we'd choose Miller and Smits over the others because of their slightly higher shooting and power scores. Keep piling on the aggression throughout the game though because they might let you down a bit in defence if they lose possession.



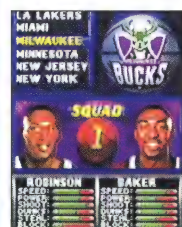
Milwaukee Bucks



SQUAD 1

Robinson & Baker

Another well matched squad, these two Milwaukee Bucks have got what it takes to survive in most scenarios with plenty of offensive and defensive talents to go round. Robinson's a little low on the old blocking skills though so if you do have to swap around in the second half, you could always try replacing him with Lang.



Player Matchups

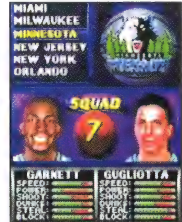
(contd.)



Minnesota Timberwolves

SQUAD 7 Garnett & Gugliotta

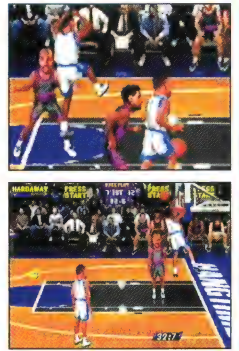
The match could get pretty rough with Garnett and Gugliotta on court so substitute them at half time if you need to. If you're careful though, Garnett's stealing, dunking and speed will balance up with Gugliotta's power to make this a formidable pairing. Gugliotta's got good all round skills and is great at stealing.



Orlando Magic

SQUAD 2 Hardaway & Anderson

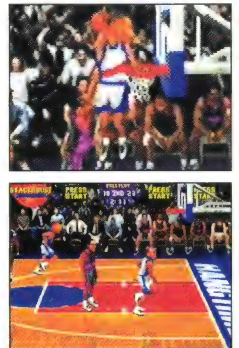
Superb shooting skills make these two excellent on court, to watch or to play. But that's not all – they've both got plenty of speed on their roster too so either of them can confidently take on the fast break if the opportunity comes up. Hardaway's strong in shooting, dunking, stealing and blocking so use him well.



Philadelphia 76ers

SQUAD 1 Stackhouse & Iverson

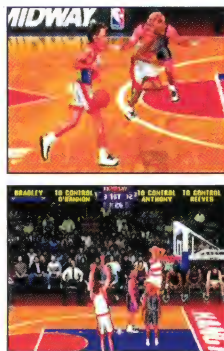
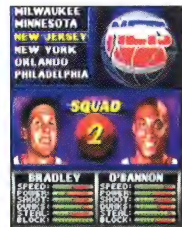
The 76ers are fast but they don't come much faster than Iverson and you need to have him on your squad even though his other skills might be lower than you'd prefer. Stackhouse is no slouch though (with good shooting and dunking skills) and they'll keep a fast, running game going with plenty of flash footwork.



New Jersey Nets

SQUAD 2 Bradley & O'Bannon

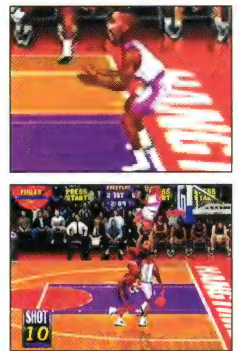
The key to Bradley and O'Bannon's success is their strong combined stealing and blocking abilities. Although they're a force to be reckoned with in defence, they don't come up short in attack either – they've both got some reasonable dunking scores too. As well as that, O'Bannon gets up the court real quick when he has to.



Phoenix Suns

SQUAD 7 Finley & Manning

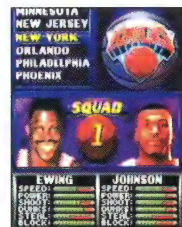
While Manning can sort you out with plenty of interference, Finley's your man when it comes to all-on offensive strategies. He can be vulnerable to injury though so you might want to save him for the second half and start the match with Tisdale in his place. Finley's the man to use for those slam dunks though.



New York Knicks

SQUAD 1 Ewing & Johnson

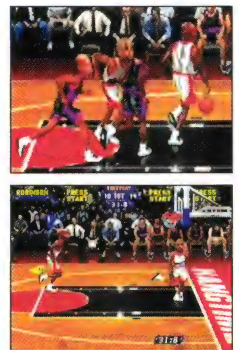
Yet another unsurprising match-up in Ewing and Johnson. The Knicks' powerhouses are great if it's all-up action you're after and they can both take plenty of punishment so you shouldn't need to worry about making substitutions. But hey, they can certainly dish it out too! The only minor weakness might be stealing ability.



Portland Trailblazers

SQUAD 1 Robinson & Rider

Rider's a real Trailblazer and is great on the fast break. He's a powerful dunker too but don't try and overdo it with the 3-pointers. He's also very weak when it comes to blocking so have your team-mate help out here. Robinson will make the numbers up well in all the other categories with some reliable all-round statistics.



Sacramento Kings



SQUAD 6

Richmond & Williamson

Williamson's great with the dunks and blocks and he's got plenty of power too but Richmond's the leading light in this match-up with heaps of shooting, stealing and powerful skills at his disposal. If it's absolutely necessary, you can draft in Abdul-Rauf to replace Richmond but he might come up short on power.



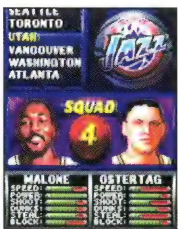
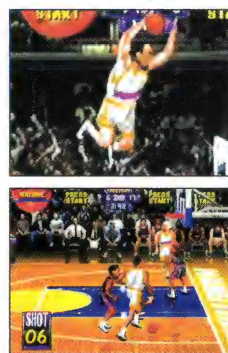
Utah Jazz



SQUAD 4

Malone & Ostertag

Malone's another one of the game's powermongers and he'll forge through the opposition with ease. Ostertag gives you a more balanced player on court and he'll shine up front when it matters. You could try swapping him for Stockton in the second half if you want to let him rattle off a barrage of his winning 3-pointers.



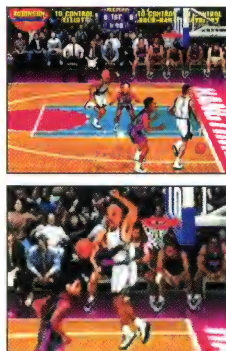
San Antonio Spurs



SQUAD 1

Robinson & Elliot

This San Antonio pairing is yet another match-up with some great all-round talent. Robinson and Elliot both have some exceptional qualities but Elliot's dunks and Robinson's blocks are the things that'll really help you win matches with this squad. They're both really fast and they're both strong shooters too. You can't lose!



Vancouver Grizzlies



SQUAD 6

Abdur-Rahim & Peeler

The Vancouver Grizzlies are a great offensive side with plenty of talent and power but be careful of the turnover and watch out for steals too. If you're cautious though, you should be able to put away plenty of baskets from the arc with Peeler's shooting and dunking scores. Abdur-Rahim's the stronger blocker of the two.



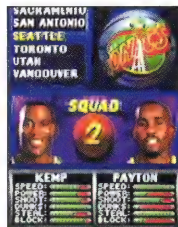
Seattle Supersonics



SQUAD 2

Kemp & Payton

Kemp and Payton are the real supersonics of the Seattle side with Kemp offering up some excellent dunking skills while Payton's strong suits are his speed and his stealing skills. With these guys there should be nothing stopping you perfecting your alley-oops and your fast breaks so get practising!



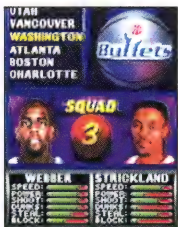
Washington Bullets



SQUAD 3

Webber & Strickland

Keep the ball moving between these two Bullets throughout the game but don't worry about using just one of them for shooting because they're both pretty strong in that department. Watch out in defence though because none of the team are too good at blocking (although Webber and Strickland can both steal OK).



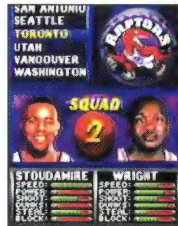
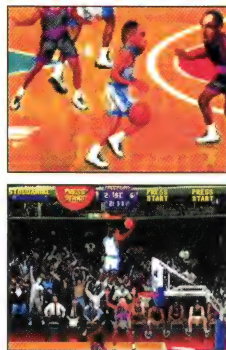
Toronto Raptors



SQUAD 2

Stoudamire & Wright

They may be relative newcomers to the NBA scene, but the Toronto Raptors have already got some great players on their roster. The key with these guys is to make sure you keep the ball moving. If you want to indulge in some rough stuff though, you'd be wise to keep Stoudamire on the sidelines for half the game.



That's just about it. If you come across any other tips or codes let us know and we'll pass them over to the Nun. All that's left for you now is to pick a team and pick a line-up - you should be ready for anything! Look out for more sporting playguides in NMS soon...

LYLAT WARS

To celebrate the release of Fox McCloud's latest adventure we've joined forces with Nintendo Australia to bring you the chance to win a copy of the game for your N64. We've got six copies of Lylat Wars to give away but the lucky six will also get themselves a brand spanking new Rumble Pak too!

All you've got to do is read our review of Lylat Wars (starting on page 20)

then answer the three questions here. Fill in the form with

all your details and post it off

to reach us by 31st October 1997.

QUESTIONS

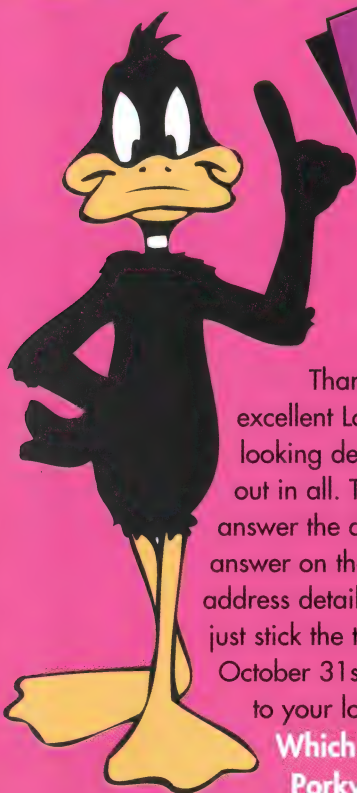
- 1: What planet was Dr Andross exiled to?
- 2: On what planet will you need to use Slippy's Bluemarine?
- 3: What's the Star Fox team's hi-speed tank called?

RUMBLE PAK™

LOONEY TUNES™

Thanks to the guys at Grosby Footwear we've got some excellent Looney Tunes Surf Sandals to give away. Perfect for looking dead cool on the beach, we've got 20 pairs to dish out in all. To be in with a chance of winning a pair just answer the dead easy Looney question below then put the answer on the form opposite along with all your name and address details. Don't forget to tell us your shoe size too! Then just stick the thing in an envelope and post it off to us by October 31st 1997. If you're unlucky this time then head down to your local Speeds Shoes store and check them out there.

Which Looney Tunes character eats carrots? Could it be Porky Pig, Bugs Bunny or maybe Tweety Pie?





Lylat Wars Comp

1: _____

2: _____

3: _____

Name: _____ Age: _____

Address: _____

Town/City: _____ State: _____

Postcode: _____ Phone: _____

Send to: **Lylat Wars Comp**
 NMS, PO Box 734, Crow's Nest, NSW 2065.
 email: catalyst@popmail.dircon.co.uk



LOONEY TUNES COMP

The Looney Tunes character that eats carrots is:

Name: _____ Age: _____

Address: _____

Town/City: _____ State: _____

Postcode: _____ Phone: _____

Shoe size: _____

Send to: **Looney Tunes Comp**
 NMS, PO Box 734, Crow's Nest, NSW 2065.
 email: catalyst@popmail.dircon.co.uk

LOONEY TUNES, characters, names and all related indicia are trademarks of Warner Bros. © 1995.

Think Action

As I promised you last month, we take a more detailed look at two new animated videos this month.

The first of these is **Crapston Villas**, the British-made comic animation set in a weird and wonderful London suburb. There'll be a few of these tapes out over the coming months but the first volume is out to buy now.

The second title we give the once over to is a re-released classic animated title from the 80s. **Heavy Metal** has all the hallmarks of great Japanese animation but it's actually an American production. It's a bit 'adult' for some of you though and it's the first vid we've reviewed to warrant three of our warning icons! Still, there'll be some of you old enough to give it a go (and probably a few others who aren't but who'll watch it anyway!).

The Australian anime scene's gone a little quiet over the last few months (with nothing new from either Madman or Polygram) and we don't expect it to liven up much this side of Christmas. Don't worry though because we'll continue to bring you all news and reviews on anything that's out there.



enzo

Crapston Villas has to be one of the funniest, most original, darkly satirical little animations released for a long while. Forget about the niceties of Wallace and Gromit – this is their worst nightmare! Set in an obscure and neglected outer London borough, Crapston Villas is the soap opera to which you'd want to despatch all the annoying people who gatecrash your parties.

Animated by the scurrilous scallywags of the famous Spitting Image series of the 80s, Crapston Villas features every possibly imagined shocking noisy neighbour, hellish personality, neurotic couple, or tribe of urban destructive children. The fictional London area where it's set is called the City of Slumington and it won't take you long to work out where it gets its name!

The animation is colourful and amusing, the characters entertaining and hellish, and the stories overwhelmingly familiar – if your parents had you plonked in front of Eastenders, Neighbours, Coronation Street, or E Street at any time in the recent past, this will make you giggle and then wonder if it's so far removed from reality.

Loads of fun – get it!

CRAPSTON VILLAS SE69

CITY OF SLUMINGTON

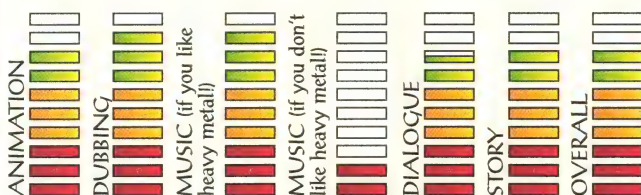


HEAVY METAL

Ivan Reitman has gone on from this 1981 animated feature to make some blockbuster Hollywood movies: try Ghostbusters or Space Jam for size! But before he was big news in the cinema scene, Reitman made this hugely enjoyable cult animation favourite back in 1981. Looking very anime-like, it's in fact an American production and is based on the still available art magazine/comic of the same name.

It may be based on a comic but it's not rated MA for nothing: the animated sex, drugs and extreme violence are what links it to the more extreme forms of Manga-style anime. Heavy Metal comprises four fantasy/SF stories, the first of which appears to be very closely based on the recent smash The Fifth Element.

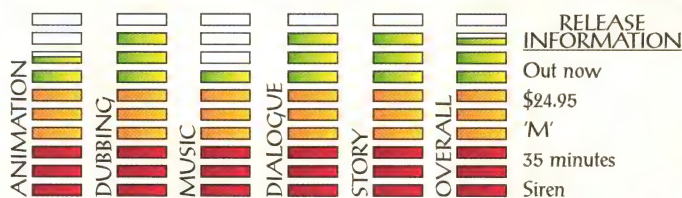
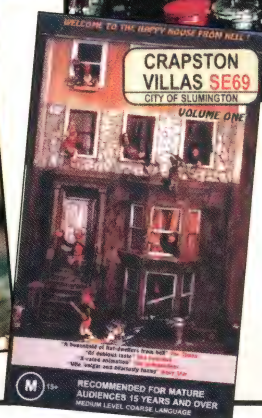
Heavy Metal rates as a real must see if you like Manga anime. While it lacks any real Japanese influence, its flowing, colourful and inventive animation looks pretty hot for only 1981 and still stands up well today – check it!



RELEASE INFORMATION

Out now
\$29.95
MA
85 minutes
Columbia TriStar/Siren





KEY: Keep a look out for these icons so you'll know what to expect! Don't say we didn't warn you!



GORE

Lots of chunky red stuff prone to flying about the screen.



TENTACLES

Demons with lots of tentacles for tormenting hapless females!



TITILLATION

Whether it be shower scenes, dissolving bikini strings or shirts which tend not to be very well stitched together!



PROFANITY

Free exercising of the right to have a potty-mouth. "What the heck, lets just stick another #!@#! in here"

WINNERS!

In the August issue we gave you all the chance to win some more copies of Astro Boy on video and we asked you to tell us the name of Astro's sister.

The answer, of course, was Uran and the two lucky winners were **Hinda Chau** of West Footscray and **Carla Stawski** of Greenacre. They'll each receive a copy of Volumes 6-10 of Astro Boy. Congratulations!

CRAPSTON COMPO

To celebrate the Aussie release of Crapston Villas we've pestered and bullied the guys at Siren until they gave us a pile of tapes to give away. We've got 5 copies to dish out so if you want to win one just answer the question on the form here then fill in all your name and address details. Make sure you include your age too because we can only give these to over 15 year olds. The first 5 pulled out of the old mouldy dustbin after 31st October will get themselves a copy of Volume 1.

What's the name of the fictional London City area where Crapston Villas is set?

Name _____ Age _____

Address _____

Town/City _____ State _____

Postcode _____ Phone _____

Send to: **Crapston Compo**
NMS, PO Box 734, Crow's Nest, NSW 2065.
email: catalyst@popmail.dircon.co.uk



NURSIE'S MAIL BAG

NURZIE HERE AGAIN. ZAT LEZ HAZ STILL NOT BEEN DIZCOVERED, ALTHOUGH HE HAZ BEEN REPORTED AT ZEVERAL LOCATIONS IN VICTORIA AND NEW ZOUTH VALES. I WILL BE ANZWERING ZE LEDDERZ AGAIN UNTIL VE CAPTURE ZAT SVINE. VE HAVE TO GET HIM BACK BEFORE ZE TREATMENT WEARS OFF UND HE RETURNZ TO NORMAL, UZERWISE THE WHOLE PURPOZE OF ZE EXPERIMENTZ VILL BE LOST. HIZ CELL AVAITS HIS RETURN!



Penzil sketch by Anthony Spencer

STILL NO SIGHTINGS OF LES!

HAS ANYONE OUT THERE SEEN HIM?

Nintendo MAGAZINE SYSTEM

BUGS

Dear Les,
My sister won't stop bugging me. She wants to turn off my N64 when I'm playing it. I have a second controller but she doesn't like battle mode and when we race and I win she tells Mum that I cheat. What should I do Les, what should I do?! Your pal, Christian

SHE HAZ A CONTROLLER ENVY COMPLEX. ZIS IZ QUITE NORMAL.

GIRLZ, GIRLZ, GIRLZ

Dear Les,
Your mag is fab. I'd just like to give a big pat on the back to everyone who says that girls play Nintendo games. My friend who lives down the street can beat me at MK2 and she is a girl. I recently broke up with a girl because she started to get on my nerves (she has a PlayStation) and now would like another girlfriend. Some of the girls that write in to this mag sound nice but I don't want to interfere with their current relationships so any girls out there please write in.
Adam E, SA

ZAT GIRL WHO LIVES DOWN ZE STREET COULD BE ONE OV MY LIDDLE SPIES. OR SHE COULD BE ONE OV MY LIDDLE EXPERIMENTZ PUT OUT ZERE TO TEACH ZE BOYZ A LEZZON!

SPIZE

To Les,
Finally!! Another person (no.1 Spice girls Fan, issue #53) who thinks that the Spice Girls Rule! And to all the people who think the Spice Girls are boys - Get A Life!!!
Spicey Girl.

GET A LIFE? GET A DECENT ZONG!

SPIES

Dear Les,
Does anyone wanna be my lover?
Baby Spice

VELL, I KNOW VOT YOU NEED MY LIDDLE SPIZE PERZUN.

Anthony Spencer haz found hiz paintz!

24601

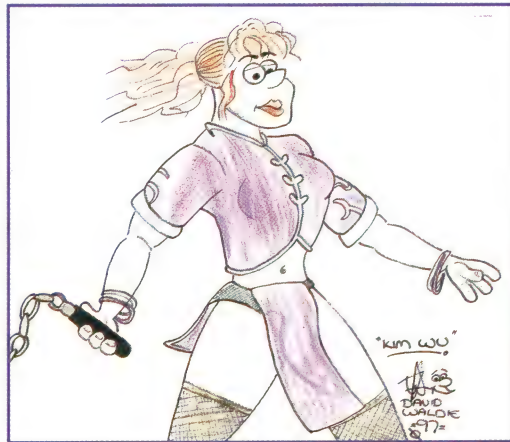
Bonjour Les,
I like your poetry. Just thought I'd include you in the letter, it being addressed to you and all.
Candle Man - Wow, you finished Mario in just one week? That would be impressive if you were, say, five! Get some ability.
Official Nintendo Haters & No. 1 Spice Girls Fans - If you hate Nintendo so much, why are Skull's pages the only thing you don't like about a Nintendo Mag? Go away and get some lives. Besides, Emma's the cute one.
Mario (#53) - I think you're getting Les confused with Fat Boy. Fat Boy has gone away now, you should do the same.
Maniac - Yeah, you da man. Oh wait, you can't read sarcasm can you?
Scully - Mulder's dead. Let him go.
U. Suck - I disagree with you.
Mark Withington is not a legend. And finally, Mark Withington, the love I bear thee can afford no better term than this: Thou art a &%*#head. Phht! (me spitting at you).
Les Miserable

ZIS AGREZZION SHOULD BE CHANNELLED INTO ZUM ZORT OF THERAPY. YOU COULD COME UND WORK FOR ZE ORGANIZATION AZ A GUARD MAYBE!

SEXY CHICKENS

Dear Les
I'm a lille gromie from Perth and I recons your magz bottla. And I haven't written in to have a sad like some other people do, I have written in to say that Candle Man (Issue 53) your an up yourself big head and the only reason you want Ben to stop writing to Bindi is you fancy her but you're crap at poetry. And to Luke Ferrara I'm a heavy metlar to but who the hell is Korn? TLC & Spice Girls are not men but a new life form and 3T, Boyz To Men, Boy Zone, ECT are all woosy girly boys. Well I'll catch yus all later.
Grunger? Not just a clever name, WA

ANUZZER POTENZIAL GUARD MAYBE.



David Waldie needz ze pillz! Ze blue or ze pink?

POETREE

Arty Farty had a party,
all his friends were
there.
Tooty Frooty popped a
beauty, all went out for
air.
Little Miss Naughty. SA

ZO ZO NAUGHTY!

NOT SKULLY

Dear Les,
To Fox Mulder - you are
the sexiest man alive. I've
written a poem just for you:
When I'm sad you make me
happy,
When I'm trapped you set
me free,
When I feel blind to the
world,
You always manage to make
me see.
When I'm in pain you heal
me,
When I'm lost you help me
find my way,
You guide me when I feel I
can't go on,
All I have to do is think of you,
To remind me how special you
are,
I love you Fox Mulder and may
the Force be with you always.
Princess Leia Organa

I SINK YOU HAVE MUDDLED UP ZOME OF
YOUR FANTAZY CHARACTERS HERE. YOU
TOO SHOULD ZEE A DOKTOR.

MORE FROM KORN

To Les,
Luke was right in #43. You ARE
insane. You ARE a crazy, dirty
little man. Techno DOES suck.
Metallica DOES kick ass, but I've
never heard of Korn. Nintendo
Magazine IS the best magazine in
the world. You probably DO have
a beer gut. Mario Kart IS the best
game on any console, and sorry

Les, you ARE a loser. I think you
should have to share a page with
Write Off!, and Skull should get
the full two pages, because he IS
ten times better than you! I also
have a suggestion. I thought
maybe you should join up with
Sega. I hear they have plenty of
losers there for you to play with.
Jimmy, NSW

OH MINE GOT! ZIS VILL PUT LEZ'S
THERAPY BACK ZERVERAL YEAREZ
IF HE GETZ TO READ ZIZ! VEE
MUZT TIGHTEN ZE NET UND GET
HIM RETURNED TO UZ AS ZOON AS
POZZIBLE!

FROM ME?

Dear Les
You are a !@#k head.
Love
Nursie

AH, ZAT IZ BETTER! ZAT IS MORE,
LIKE ZE ABUZE VE USE ON LEZ IN ZE
CELLS. ZOMETIMES VE JUZT OPEN
HIS LIDDLE HATCH UND SHOUT
THINGS LIKE ZAT AT HIM ZEN POUR
BUCKETS OV COLD VATER UND ZOIL
OVER HIM. JUZT FOR FUN YOU
UNDERZTAND! OH HOW I MIZZ HIM
ZOMETIMES.

MORE GIRLZ

To Les!
First of all I really Love your
magazine and I think it is way too
cool! Anyway, I would like to
make some comments on people
who have wrote to you at Mail
Bag. In issue #47 Ashley wrote
that girls do play video games
and some people think that is a
joke! Well I do agree with Ashley
because I know lots of girls who
play video games and us boys
should not be sexist about them,
when Brendan Green in issue #43
told her off I was angry. Don't
worry Ashley, if Brendan insults
you again he will cop it! Also in
issue #50 Sarah wrote and I was

quite impressed by her. And my
last word - in issue #49 Casey
and Joanne sound nice! OK got
to go. Love all you sweet girls
out there!
David, NSW

GIRLZ VILL RULE ZE WURLD! ONE
DAY, VHEN OUR EXPERIMENTZ ARE
COMPLETED, VE VILL KEEP ALL ZE
MEN IN CAGES UND LET ZEM OUT
FOR OUR PLEASURE ONCE A
MUNTH. HA HA HA!

NOT MOANZ?

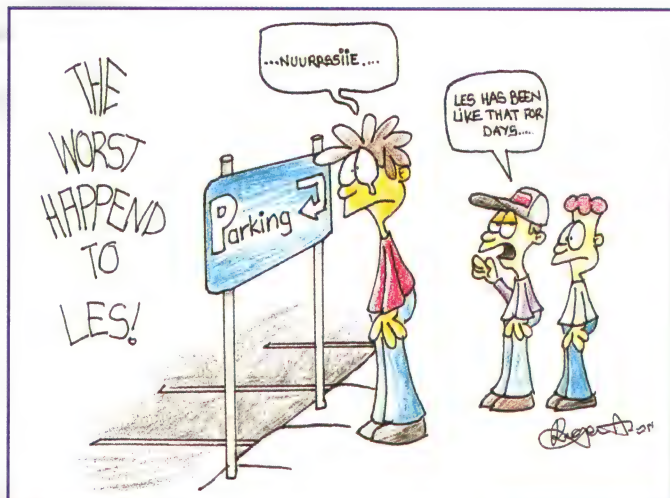
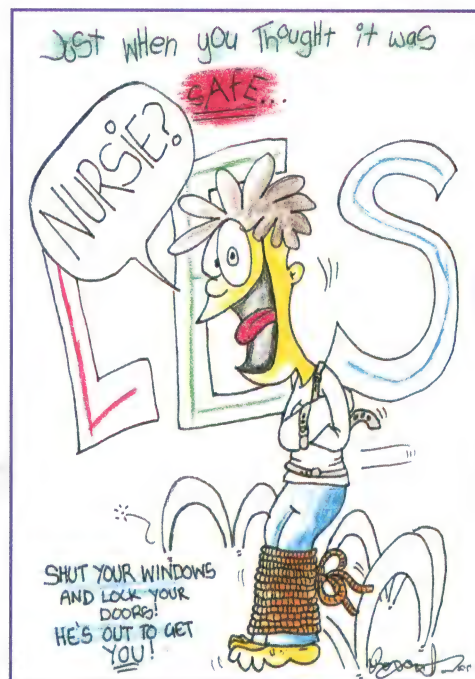
To Les
My name is Martin. {A.K.A.
Jago} I have some congrats
and complaints.
First thing I'd like to
congratulate you on the wonderful
Mail Bag especially the little
poems at the bottom. To the
Official Nintendo Lovers
and we've come to a decision,
From all of The Nintendo Lovers
we just have to say, !@#! off!
Now on to another complaint. To
Brendan and all his followers your
idea about having demos of games
is real @#!\$. It's a waste
of money. If you buy a
demo of a game and
then buy the full game
what the Hell are you
going to do with the
demo? Okay that's some
of the problems off my
back. Now I would like
to congratulate you on
the players guide on
Mario 64 although I
don't have a 64 it's
still worth while
reading them. To
Dark Jedi don't go
visit Les or you might
just see more of him.
To Rad get @#%!^.
To Earthworm Jim's
Little helpers.
Earthworm Jim
doesn't need help,
except pulling his
#@\$. Martin
{A.K.A. Jago}



Maybe David Waldie haz zeen Les.

MARTIN, (ZAT IS 'MARTIAN' IN ZE
OLD VURDS), YOU ARE A ZICK ZO-
UND-ZO UND I HAVE REFERRED
YOUR NOTES TO ZE DOKTOR WHO
VILL ZEND YOU ZOME MEDICINE.
VURMS OFTEN APPEAR IN DREAMS
AS ZUBSTITUTES FOR ZE
INADEQUATE MEN YOU KNOW!

Ruegen Aschenbrenner
predictz panic on ze streezt!



Haz Ruegen Aschenbrenner zeen Les? Vere iz zis?
Is he taking ze medicine?



Les, NMS, PO Box 734,
Crow's Nest, NSW 2065
email: catalyst@popmail.dircon.co.uk

Skull's Graveyard



Deer Allmightee skulllll

Muy namy is Felipeeeeeeeeeee and I havee ritten to yuu 7 timmes and muy letter hase not beeen publilshedd yourr a iidioit. Frome yourr bestes reeder Felipe Duque, 2 yaears oldd

There, happy now? You've got what some people call a sticking finger Felipe!

To Skull,

Hi, I'm Axe and I know the truth about you and Les: you are the same person! You are just a short, fat man, sitting behind a computer screen getting kicks out of people writing in to say how much they hate Skull and Les. You pathetic little man. The All-Knowing Axe, Qld.

'All-Knowing' huh? If only you knew what Les really looked like you wouldn't take the chance of appearing as the cyber-dork that you've made yourself out to be. As for me, I just get a kick out of knowing I'm sooo much smarter than the likes of you-oooh.

Dear Skull,

I'd just like to say that PlayStations are totally &*&!!? Nintendo rules.

- 1 Will there ever be an Aussie rules football game on the '64? If so when will it be released and at what cost?
- 2 What does the Rumble Pak actually do?
- 3 Any plans for a Super League rugby game on the N64?
- 4 How good is Mission: Impossible? Does it have heaps of hard levels? I heard it is going to cost around \$150, is this true?

Yoshi, WA.

- 1 No plans – not enough fans – that's what they think!
- 2 The rumbler has a spinning disc that causes vibrations in the controller when events in the game trigger it – like gettin' hit with missiles, crashing into barriers, sorta thing. It feels pretty OK too in Lylat Wars at any rate. Check out our article last month.
- 3 No plans – not enough fans...
- 4 Haven't played it yet, but the preview stuff I've seen is enough to make me want more. Not only does it look good but it promises enough challenge with its advanced AI and complex puzzles to live up to the hype. We shall see! The latest release date is early next year, but still no firm pricing info as we go to press.

Yo!

Hey Skull, Funkster here. I wanna know if ya know what I really wanna know. Okay, here's the deal. You tell me the Funkster, what I wanna know and I get all the Kremlings, Kongs and Mortal Kombat warriors to kill all 50 of the L.E.S. troopers.

- 1 Tell me the fatalities, babalities and the moves that aren't 'alalties' for everyone, even Smoke, like how Kabal runs super fast and makes his opponent spin so they can't move, or how Sub-Zero lifts his hands above his head and shoots ice upwards. I wannna know these moves for MK3 on the Game Boy.
- 2 Can you ask Rare to make a Donkey Kong Country 4 with me starring as lead role with Donkey Kong, Diddy Kong, Dixie Kong and Kiddy Kong? Tell Rare they can add anything else they want except with me I can ride a flying surfboard, Diddy can ride in a tank shaped like a baseball cap that shoots mortar, Donkey can ride in a jet shaped like a tie, Dixie can ride in a sphere that squashes anything in its path.

A could be swap characters

B could be jump

X could be tractor beam while on vehicles so you can kill enemies with barrels

Y could be shoot while on vehicles.

I have a cool name for it too: Ultimate Kong. Now that I think about it, maybe I won't kill the L.E.S. troopers. Too much effort for seconds of glory, don't you agree? Funky Kong, DK Island.

Whatever you're eating and drinking is OK by me!

- 1 I'll pass this on to the Nun, this month or sometime. You know I can't be bothered to chase all this stuff out now.
- 2 Let's hope Rare get their copy in the post and read it cover to cover like they tell us they always do. You might have to be digitised though. An' I know someone who can do that too!

Dear Skull,

I've a question that needs an answer.

About half a year ago I got the American version of Super Mario RPG given to me by a very kind family I know. And the damn thing doesn't work. WHY!?!? Concerned Nintendo citizen, Peter Courtis.

Super Mario RPG was never made in a PAL version (the system of TVs used in Australia and in most of Europe), but only in the NTSC version (as used in America). The system you've got is probably PAL (unless it's specially imported/adapted/etc) and the SMRPG cart won't work on it. Sorry, but it's the truth.

Dear Skull,

I'm just writing in reply to Travis Vanderner's letter in the July issue of NMS and his slagging off at SEGA and the Megazone magazine. What right do you have to put down SEGA when you have a name such as Vanderner? I have a monthly subscription to Megazone. I was looking through NMS and thought what an utter load of crap that you print; half the stuff that you print in the mag is bulls~%& and is nothing compared to Megazone. Sonic would kick Mario and Banjo-Kazooie's arse anyday. You know and I know that SEGA will inevitably rule the gaming world. Nintendo will be left in the wake of SEGA's dominance in the gaming future.

Sonic the Hedgehog.

No real name; what a surprise! The rest speaks for itself really. Sad, but they're still out there, under hedges I guess.

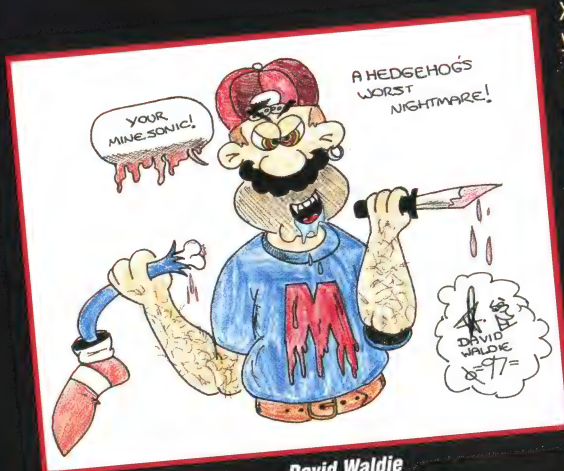
State of Affairs

To Skull

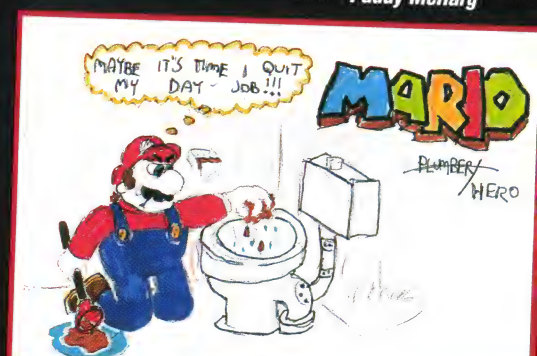
I wrote a letter to Les in hopes of fixing the state of his mailbag, but I feel that my comments may have fallen on deaf ears. (He probably won't even print my letter). You on the other hand should be able to understand my concern. My concern is that these things



Troy Perry



David Waldie



Paddy McHarg

like Les's Mailbag are becoming crap and boring. You insult those who need insulting and sometimes those who don't – not that there's anything wrong with that! You make fun of losers who don't use their real names – especially those pathetic dribbling fools pretending to be elves. You will insult Sega owners, those who write bum-lick letters and... well, go to Les's Mailbag and see who I mean. If my letter is there that is.

We need more people like us who will give readers what they want. Readers don't want to read pointless drivel about nothing – they want controversy – they want to see the insults fly back and forth. They want to laugh at another's expense. So, as I urged Les and his readers in my letter to his mailbag, I'll urge your readers Skull, in case Les doesn't print my letter, to get their pens moving and to Kick Some Butt!!!
Chris Maio, WA

Yeah, kick butt!

Dear disgustingly stupid pile of bones,

From our sources in Les's neighbourhood we have found out that he is not Les at all but none other than the blue hedgehog Sonic himself and we have reason to believe that he is replacing some of your staff with characters from the horrifyingly stupid Sega games and we have reason to believe you could be the next, unless they have already got to you and if that is true then I really shouldn't be talking to you.

- 1 Which games will come out on the N64 first, Zelda 64, GoldenEye 007 or Mission: Impossible?
 - 2 Will Turok 2 have more weapons?
 - 3 Will Turok 2 have more levels?
 - 4 Will there be a Donkey Kong 64 and when will it be released?
- Roloe the Death Demon.

It wouldn't surprise me at all if some of the staff were aliens!



Morgan Brown

ALMOST BEST HIGH SCORES!

Here are my second best times in Mario Kart 64 on the Mario Circuit.

Best lap: 00'22"19

Best race: 01'07"79 using Yoshi

I now have a better time of 01'05"23 and best lap 00'18"19.

Joshua Greer

Nice one Joshua! Any more anyone?



- 1 Zelda's scheduled for next year but doesn't have a confirmed date; GoldenEye has recently been moved to the end of this month, and we'll now have to wait until the new year for Mission: Impossible as well.
- 2 Not enough detail's available yet on the content of Turok 2, except to say that they're concentrating on a number of new elements and improvements to move things on from what was a damn impressive first in the series.
- 3 Nothing new to report here either I'm afraid. Still under wraps as we speak!

Dear Skull

Please print this in the next NMS. NMS rules. I haven't missed an issue since about issue 10. I have a NES, SNES and a 64 and a few games Cruis'n USA, Mario 64 and Mario Kart. Mario Kart was the best. The graphics on the 64 are good. NBA Hang Time looks great. I have a few questions

- 1 Are there any codes to be special players on NBA Jam TE on the SNES?



Nathan Bain



Jamie Bosanko

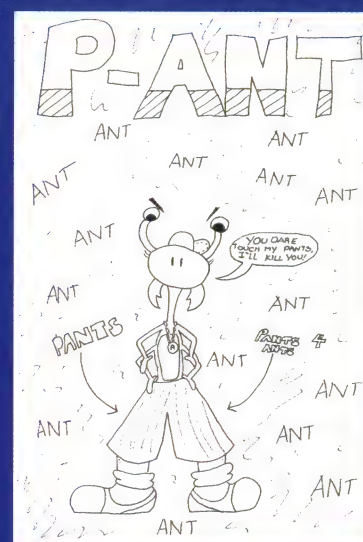
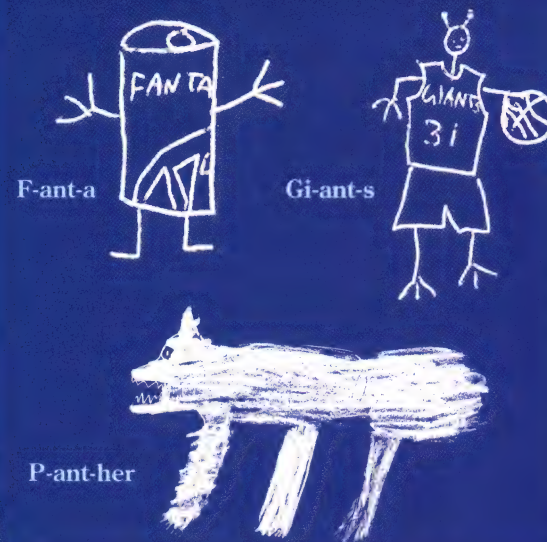
- 2 Are NMS going to have a competition for NBA Hang Time?
- 3 What is your favourite game on the 64?
- 4 What is the difference between using the 64DD and just a normal game?

Thats all for now
Yoza.

- 1 I'll have a go at the Nun again.
- 2 Might do!
- 3 Still probably Turok so far, but Blast Corps blasts and there are some killing racers coming up.
- 4 Time. You can use one now and the other in the future. We'll tell you all you need to know when things get settled.

ANT MANIA

A FEW MORE ANTS FROM:
LEIGH MOSS, CHRIS BRODERICK AND ALEX CROWLEY



Skull's Graveyard

NMS,
PO Box 734,
Crow's Nest, NSW 2065
email: catalyst@popmail.dircon.co.uk

Write off!

Dear Write Off,

First of all, congratulations on this great segment. It is the first thing I read when I receive NMS in the mail. This is the only serious segment – Les's Mailbag has all that rubbish about those people falling in love, and all those letters saying that 'Skull should have wiped him off the face of the earth'. And the so-called 'Skull's Graveyard' is absolute trash as well, as it has all those people talking about something which has nothing to do with Nintendo.

Secondly, I would like to comment on the Nintendo 64. I have one and I play it a lot. There are two ways of looking at it... and I'm not going to say "from the top and the bottom!" The first way is to look at it as an item using the potential of the future's technology. With the breathtaking graphics, and CD quality sound it sure is a masterpiece. What a bargain – only \$299 (at the moment). The second way is the following: Okay it is a great machine, for a cheap price, but if you wait a few more years you may be able to buy a 96 or 128 bit system for a slightly more expensive price. Remember everything is great when it comes out. First there was the NES. An 8-bit system, the first made by Nintendo. These were extremely expensive when they came out, and now they are so out-of-date that you can't even buy them any more. Not that you'd want one but that's not the point. Then there was the Super NES. The exact same thing but only 16-bit and with the word 'Super' in front of it. And now there's the N64. A 64-bit system... oh why bother? You know what it is anyway. And soon there will probably be a 'Super 128' or a 'Mega 96'. I better go now because I don't want to take up space in your brilliant mag. See ya later.

Alexander Owen, NSW

Dear NMS,

I recently bought a Nintendo 64 and Mario Kart 64 and it's the coolest game I have ever played. The question I wanted to ask you is, I am going to America in a couple of months and I want to buy heaps of games but I can't so is there a converter which we can play (US and Japan) games on my 64 and how much will it cost and when will it come out? I like your magazine really much and I reckon it should be brought out every week.

Yours faithfully,
J. Nahabedian

There are now a couple of converters available, although none are Nintendo approved. We haven't tested them out as we have all the different systems here at NMS, so we can't comment on their reliability, but you can find advertisements for them, with prices, in various magazines. In general the systems are significantly different and you cannot play NTSC games on a PAL system and vice versa.

Dear Write Off,

I am really hoping that N64 will bring out an NFL game. Will my wish come true, and if so will it be a Madden NFL game? Another question is about NBA Hang Time, is it 3D like Total NBA on Playstation or will it be like NBA Jam games (2 on 2 – no rules)?

Chad, NSW

If you check out page 6 of the news in last month's NMS you'll see we mentioned a whole pile of upcoming Electronic Arts games and Madden 64 was one of them (we even showed you a couple of screens). It's due in the States before the end of the year but no news on whether or when it will appear here. NBA Hang Time is like NBA Jam and not Total NBA but the graphics are good and it plays really well. Look at our tips and player match-ups starting on page 58.

Dear Write Off,

I am new and have only been reading since issue #43 and up, and I do have a couple of old issues thanks to friends. I have been wanting to get older issues such as #3, #34 and around there but I can't because the

back issues only go down to #36. Could you please put in back issues with every single issue. I, and I suppose new readers too, would be grateful if you did this. Thank you.
Joel Mortimer, QLD

Unfortunately NMS has been so popular during the past year or so that there are very few back copies available, and none for many issues of the mag. We always print more than we expect to sell in order to have some stock for back issues, but these can get swallowed up when newsagents run out of magazines and call for more. Sorry!

Dear Write Off and NMS,

NMS Rules!

Could you please answer these questions:

- 1 When will the N64 price fall again?
- 2 What do you think of Nintendo's ads e.g. "This is the best thing I've ever seen" – GOD? (I think that they're a bit silly.)
- 3 Some of my letters never ended up in Mailbag, do only the best ones get in? (That's one reason I started writing into Write Off!)
- 4 Sometimes I read Hyper and they have reviews a lot earlier than you do, shouldn't you because you are "Australia's only official Nintendo magazine"?
- 5 How much does the Rumble Pak cost and can you have a Rumble Pak and a Memory Pak in the control at the same time?

Yours sincerely,

A. Bain, NSW

- 1 *Can't say for certain what will happen in the long term, but check out the News section for details of Nintendo's latest cashback offer.*
- 2 *They've caused a bit of a stir in some select circles, but they did capture people's attention.*
- 3 *We get masses of mail to all sections of the magazine, and the sorting process for each is dependent upon the different slant each section has. It's not necessarily the 'best' letters or pictures that get published, but the ones that fit best with what's being covered. Like yours this time.*
- 4 *We try to report as accurately*

as we can from the sources we have all round the globe. Sometimes what we're given is a bit off (like changing release dates etc), but we prefer to review and preview games when we get a copy to work from that's at least something like the finished product. Some magazines (mentioning no names) will 'review' a game using a press release and some screen shots they've got from the internet, and when the game turns up (sometimes several months later) it turns out to be different from the one you might have read about. We prefer to give you accurate information about the games.

- 5 *At present you can get a Rumble Pak on its own for \$24.95 or with a copy of Lylat Wars for \$99.95. They fit into the same slot in the back of your hand controller so you can't have them both in place at the same time. According to the packaging you should be able to 'hot swap' (exchange the two devices while you're mid game) but we've not tried it.*

Dear NMS,

I saw a bit in your mag where you put a NMS site address done by Adam Wolf. I went there, but he had cancelled it and whenever you visited it, it would stuff up. To all those people who had said "There isn't enough SNES stuff" – how about visiting my web page at: <http://www.geocities.com/TimesSquare/Castle/5379/> It is mostly about SNES stuff. Check it out and email me what you think about it! (Please!). Why don't you make a NMS Home Page? It would be great!
Gary Chung

We're not sure what's happened to Adam's site as we couldn't log on recently either. Let us know what's happened Adam. Yours looks promising though Gary so maybe he's got some competition on his hands now!

Write off!

NMS, PO Box 734,
Crow's Nest, NSW 2065
email: catalyst@popmail.dircon.co.uk



Nun the Wiser

NINTENDO 64

Hello again, me darlin's. Now, a few o' you out dere 'ave been whingin' about de fact dat in Issue #52 we only giv' you de special moves for Mortal Kombat Trilogy. Well, Oi've gathered together all de basic moves o' dese chacacters, an', as moi muvver (Muvver Superior dat is!) sez, Oi never should play wiv de gypsy's in the wood! But Oi could be tempted to hitch up moi skirts an' knock some sense into dis lot!

B=Back
F=Forward
D=Down
U=Up
HP=High Punch
LP=Low Punch
HK=High Kick
LK=Low Kick

Johnny Cage

Low Fireball: B, D, F+LP
 High Fireball: F, D, B+HP
 Shadow Elbow: B, D, B+HP
 Shadow Kick: B, F+LK
 Red Kick: B, B, F+LK

Noob Saibot

Zap: D, F + LP
 Teleslam: D, U
 Alter Ego: F, F+HP

Baraka

Shredder: B, B, B+LP
 Spark: D, B+HP
 Spin: F, D, F+BLOCK
 Swipe: B+HP

Cyrax

Far Bomb: Hold LK, F, F+HK
 Close Bomb: Hold LK, B, B+HK
 Teleport: F, D+BLOCK
 Air Throw: F, D, F+BLOCK (low punch for throw)
 Energy Net: B, B+LK
 (Cyrax can only have 2 bombs on the screen at a time)

Sonya Blade

Energy Rings: D, F+LP
 Rising Leg Kick: B, B, D+HK
 Leg Grab: D+LP+BLOCK
 Flight Punch: F, B+HP

Rayden

Dive: B, B, F
 Teleport: D, U
 Zap Bolt: D, F+LP
 Shaker: Hold High Punch for 3 seconds
 Rapid Zap Bolt: D, B+LP

Rain

Round House: B+HK
 Storm Zap: D, F+HP
 Light Bolt: B, B+HP

Shang Tsung

1 Flaming Skulls: B, B+HP
 2 Flaming Skulls: B, B, F+HP
 3 Flaming Skulls: B, B, F, F+HP
 Flame Eruption: F, F, B, B+LK

Kitana

Fan Throw: F, F+HP+LP
 Fan Lift (Raise Up): B, B, B+HP
 Square Punch: D, B+HP

Kano

Knife Throw: D, B+HP
 Knife Slash: D, F+HP
 Choke: D, F+LP
 Cannonball: Hold Low Kick for 3 seconds
 Air Throw: Block in air
 Rising Ball: F, D, F+HK
 Psycho Ball: F, D, F+LK

Scorpion

Spear: B, B+LP
 Teleport Punch: D, B+HP
 Air Throw: Block in air
 Forward Punch: D, F+HP

Human Smoke

Spear: B, B+LP
 Teleport: D, B+HP
 Air Throw: Block in air

Reptile

Invisibility: U, D+HK
 Acid Spit: F, F+HP
 Fast Force Ball: F, F, HP+LP
 Slow Force Ball: B, B+HP+LP
 Slide: B+BLOCK, LP+LK
 Elbow: B, F, LK

Jax

Arm Cannon: B, F+HP
 2 Cannon: F, F, B, B+HP
 Dash Punch: F, F+HK
 Gotcha Grab: F, F+LP+quick LP
 Air Back Breaker: Block in air
 Ground Slam: Hold Low
 Kick for 3 seconds, then release
 Quad Slam: LP, Tap HP

Mileena

Ground Roll: B, B, D+HK
 Sai Toss: Hold HP 2 seconds, then release
 Teleport Kick: F, F+LK

Sektor

Teleport: F, F+LK (tracks you)
 Straight Missile: F, F+LP
 Homing Missile: F, F, D, B, B+HP
 Double Missile: B, B, F+LP

Liu Kang

Fireball (High): F, F+HP
 Fireball (Low): F, F+LP
 Bicycle Kick: Hold Low Kick for 3 seconds
 Flying Dragon Kick: F, F+HK
 Super Kick: Hold LK, B, B, F

Jade

Boomerang High: B, F+HP
 Boomerang Middle: B, F+LP
 Boomerang Low: B, F+LK
 Projectile Invincibility: B, F+HK
 Glow Kick: D, F+LK
 Boomerang Back: B, B, F, LP

Sheeva

Teleport Stomp: D, U
 Fireball: D, F+HP
 Ground Stomp: B, D, B+HK

Kung Lao

Hat Throw: B, F+LP
 Spin: F, D, F+Run
 Teleport: D, U
 Dive Kick: D+HK (in the air)
 Double Teleport: D, D, U

Smoke Cyberninja

Teleport: F, F+LK (tracks you)
 Spear: B, B+LP
 Air Throw: Block in air
 Invisibility: Hold Block (optional)
 U, U, Run

Nightwolf

Axe Uppercut: D, F+HP
 Arrow: D, B+LP
 Deflect: B, B, B+HK
 Shoulder: F, F+LK

Sindel

Scream: F, F, F+HP
 Fireball: F, F+LP
 Air Fireball: D, F+LK (jump)
 Flight: B, B, F+HK
 Double Fireball: B, B, F, LP



Ermac

Exploding Teleport Punch: D, B+HP
 Fireball: D, B+LP
 Telekinetic Slam: B, D, B+H

Super Sub-Zero

Straight Ice: D, F+LP
 Ground Ice: D, B+LK
 Slide: B+LP+Block+LK
 Ice Shower: D, F+HP
 Sub-Xerox: D, B, LP
 Near Ice Rain: D, F, B+HP
 Far Ice Rain: D, B, F+HP

Kurtis Stryker

Grenade High: D, B+HP
 Grenade Low: D, B+LP
 Baton Trip: F, B+LP
 Baton Toss: F, F+HK
 Rapid Fire Gun: B, F+HP
 Double Bomb High: F, D, B+HP
 Double Bomb Low: F, D, B+LP

Kabal

Ground Saw: B, B, B+Run
 Fireball: B, B+HP
 Super Spin: B, F+LK

Shao Kahn

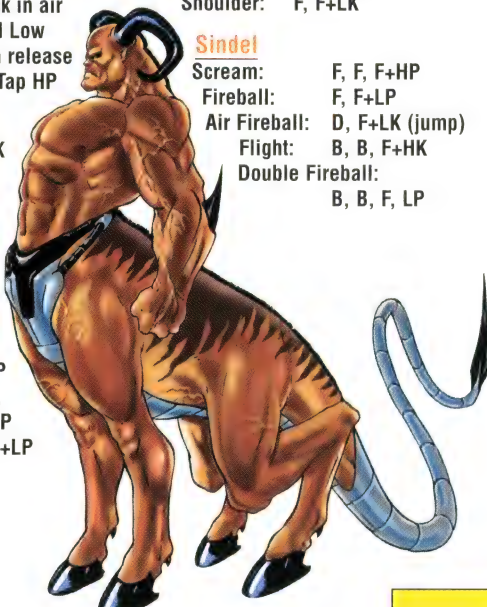
Laugh: D, D, Run
 Taunt: Hold Block, U, U, Run
 Zap: F, D, F, LK
 Hammer: F, B, B, HP (sweep)
 Charge: F, F, HP
 Upwards Shoulder: D, D, F, HK
 Grab & Slam: F+LP

Motaro

Toss: F + LP (CLOSE)
 Teleport: D, U
 Projectile: Hold LK
 Sweep: B+LK
 Grab & Smack: F, F, F, HK

Mercy (Universal code for all characters)

Hold down Run, press D, D, D, Release Run (far distance)
 Note: This is to be performed in the third round, which is your second winning round. Then you can perform the Animality.



Nintendo® Game Gurus

TIPS & CODES

Here's our monthly batch of questions and answers courtesy of the Nintendo Game Gurus. Don't forget you can check out the Nintendo web site on <http://www.nintendo.com.au> for even more info or dial up the 'phone number below.

Q How do I delete my saved file in the Blast Corps cartridge?

A Hold down the Start button when turning the game on.

Q How do I save my game?

A To save your game you have to finish a level by clearing the Danger Zone and letting the carrier reach the end of the course. If re-entering to complete more, go to the Semi-trailer at the end.

Q Why don't I have access to all of the vehicles in the Secondary Courses?

A You need to first find that vehicle in one of the Primary Courses.

Q The Sideswipe's jack-hammer has stopped working, why?

A The jack-hammer is a limited item, the same goes for the Ballista's missiles. Just look around the area for more ammunition crates.

Q What do the red and green circles on the map screen mean?

A If the circle is green you have missed a Communication Tower. If it is red, you have them all.

Q How many promotions are in the game?

A There are 31, starting from Rookie Wrecker and going up right to You Can Stop Now.

Q How many vehicles are there in the entire game?

A 15 including the Train, Plane and Barge.

Q What does RDU stand for?

A Radiation Dispersal Unit.

Q How many Scientists are there?

A 6

Q What courses are the Scientists in?

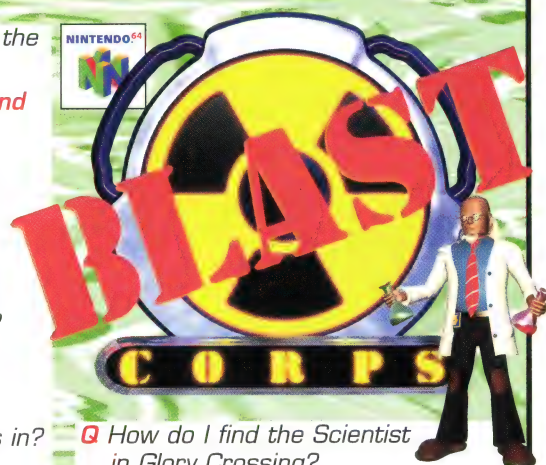
A Argent Towers, Tempest City, Ironstone Mine, Ebony Coast, Glory Crossing and Oyster Harbour.

Q How do I find all of the vehicles in Argent Towers?

A Go to the grey, moveable concrete block and push it out of the way of the ramp and get the Ramdozer. Blow up the door and get the Train; drive the Train through the tunnel to get the Ballista. Go to the right side of the course and blow up the door that is in the pit and take the ramp and the door and follow the tunnel back to the J-Bomb.

Q In Ebony Coast, how do I get the J-Bomb?

A At the start, use the TNT to break the tunnel behind you. Then go to the train station and load the TNT crate (which has a slow detonation time) on to the Train and quickly take it back to the statue you find at the start.



Q How do I find the Scientist in Glory Crossing?

A Go to the Semi-trailer at the end of the level and drive straight ahead in the direction it is pointing and you will find a tunnel.

Q In Oyster Harbour, how do I get the Scientist?

A Go to the Barges and load the TNT crate on to the first one. Then use it to destroy the white blocks that stop the third Barge and take it all the way to the end to find the Scientist.

Q How do I destroy the last building on Oyster Harbour?

A You need to use the TNT crate that's left from the first Barge.

Q Why can't I get more planets after the Moon?

A You need to have achieved Gold in every other level before you can progress.

Pinocchio

SUPER NINTENDO

Q Can you enter any of the doors or windows in the first stage?

A No, only the archways which lead to the next areas of the level.

Q In Level 1, I'm getting to Easy Street but it takes me backwards, why?

A Try entering the school next door.

Q How do I defeat the Coachman at the end of Level 5?

A You need to get close and use the spinkick and then avoid his whip. When the mule kicks him, hit him one more time to finish him off.

Q What do I have to do to exit Monstro in Stage 8?

A You need to collect wood from the crates and start a fire with the lantern. This'll make him sneeze.

I.T.M. call rate 75¢ per minute.
A higher rate applies to mobile and public phones.

1902 - 241 001

Call the Nintendo Game Guru Hotline Number for Tips & Tricks, Games Reviews, Technical and Gameplay help.
Open 7 days a week, midday to 9 p.m.

SUPER NES

THE LION KING

Secret Options

Go to the normal Options screen and press B, A, R, R and Y. The Secret Options screen will appear and you are given an extra choice which includes Invulnerability and Stage Select. A few of you recommend this one – Paul Evans of Vic, Stephen Wrightson of Qld, Dodie Watson of Vic and Matthew Brightwell of NSW.



DISNEY'S ALADDIN

Stage Select

Go to the Options screen and press the L, R, Start, Select, X, Y, A and B on Controller 2 (but be quick). Then use Controller 1 to return to the Title

screen. Still using Controller 1, hold the L and R buttons and choose a starting stage with the Control Pad.

With this code you can even bypass all stages and go to the end!

This handy little code was sent in by Helen McTear from NSW.

STREET FIGHTER ALPHA 2

Fight your Evil Twin

With this code you will end up fighting against a computer-controlled you! Pay attention now! First you have to label all the fighters as F1, F2, F3, F4 etc. F2 will be the clone. Start the match as F1 but allow yourself to lose. Continue as F2 and lose again. Continue as F3 but as the match begins, press Start on Controller 2. You'll then go back to the Player Select Screen. Using Controller 2 select F4. This time allow F3 to win the match. Continue through the next four matches letting F3 win against F5, F6, F7 and F8. Continue the game again using Controller 2 to select F2. Once this match begins, let the timer run out in each round without fighting at all. When the match is over continue the game with Controller 1 and select F2. F2 will then fight against F2! The game may then continue on through the 'boss' stages.

This interesting code comes from Nathan Daniels of Qld, James Hanrahan of NSW, Wendy Nash of ACT and Chris Clark of SA.

TIPS & CODES

PREHISTORIK MAN

Stage Skip/Stage Select

While at the Option menu, highlight 'Exit', hold L and press Start to return to the title screen. Then, highlight 'Game Start', hold R and press Start. You can now skip to the end of your current stage, at any time, by pressing and holding the Select Button.

If you want a stage-select menu – press the Start Button to pause the game, then hit Select.

Thanks to: James Turner, Qld, Joyce Meldrum, Vic and Peter Walker, Vic.



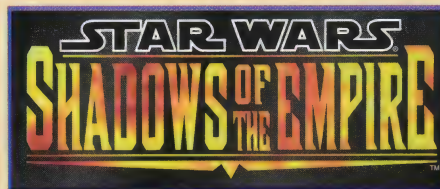
NINTENDO 64

FIFA SOCCER 64

The Road of the Crowd!

Extra participation from the crowd (or you in this case!) can express your opinion of the way play is going. You can play a drum or blow an air horn by pressing any of the C Buttons after your team scores a goal. You can keep making noise from the time you score until the next kickoff! Pressing any direction on the Control Pad will boo the opposing team. You can boo only once during a quarter, so save this until you really feel the need!

Welcomed from Jonathan Wells, WA and Abigail Rogers, NSW.



While entering code names the underline '_' should be entered as a space.

LucasArts Staff

Enter '_Credits_' as your name and start a game. Press Start to return to the Title Screen, press Up and Right and you see a staff photo.

Wampa Roar

While using the game menus, enter 'R_Testers_ROCK' as your name. Now you can listen to the Wampas roaring it up as you make your choices.

Rebel or evil Empire?

To enable you to be a Wampa or a Snowtrooper, or to drive an AT-ST, you must enter your name at the beginning of the game as '_Wampa__Stompa'. Experience the game through the Empire's eyes!

So you wanna be a Wampa?!

You must be playing at least at Medium level for this code to work! When at the Escape from Echo Base stage, press Left on the Control Pad and the right C Button together, then press Up on the pad.

To switch between Dash and the Wampa press the right C Button. While you are a Wampa, press L, R and Up on the Control Pad to move and Down to lay out the enemy.

Want to be a Snowtrooper?

While you're in Echo Base, press Right on the Control Pad and the right C Button, both together. Then press Up on the pad. To switch views, use the right C Button again. To move as a snowtrooper, press L, R and Up on the Control Pad to move and to fire your blaster, press Down. If you now switch back to Dash, this trooper will not hurt you. Handy!

Want to drive an AT-ST?

In the Battle of Hoth, keep going until the AT-ST's arrive. Press Left on the Control Pad and the right C Button simultaneously and then Up on the pad. To scroll through the game views press right on the C Button.

Instead of over-the-shoulder views of your Snowspeeder, you will see views of an AT-ST! You can steer by using the Control Pad and fire by pressing Up. You can shoot at other Imperial vehicles – but beware, they will fire back!

Your Snowspeeder will keep on flying and you can still steer it with the Control Stick – unfortunately, you won't know where it's flying to!

Credit for these codes goes to Thomas Monk of ACT, William Wentworth of NSW, Irvine Williams also of NSW, Gary Reid of Vic and Jim Kennedy of WA

NINTENDO 64



NINTENDO 64



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SWAP & SELL

All the Swap & Sell entries are divided into States so you can quickly find the swappers and sellers in your area. If you want to get hold of a game or you want to get shot of one then fill in the form below (neatly please!) and post it to us at the address shown. We'll print all the address and phone number details in the mag that you send us so make sure you've got permission from the olds to send them in. If you don't want us to print your whole address just give us a town or a

city and a phone number. If you find a game you want then just ring the number and arrange a deal. It's up to you to haggle and to sort out the details but make sure you check before you go ringing all round the country! Try not to give us too much either because the more space you want the less there is for everyone else — so, to make sure we fit in as many swappers and sellers as poss, from this month we're going to limit each entry to 10 items. Don't be greedy now!

DETAILS

WANTS

WILL SWAP/SELL

ACT

NICK SANDERSON
47 Sturt Ave, Narrabundah, ACT 2604
Tel: 06 239 7947

SNES Scope with 6 games
\$65 ono

NEW SOUTH WALES

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32 Iris St, Bombala, NSW 2632
Tel: 064 583 662

SNES Console \$100
2 Controllers (SNES) \$50
Super Game Boy (SNES/GB) \$90
Doom (SNES) \$90
MechWarrior (SNES) \$90
Wolfenstein 3D (SNES) \$90

BEN WELLS
38 Eagle St, Gundagai, NSW 2722
Tel: 069 443 170

Killer Instinct 2 (SNES)
Mortal Kombat 2 (SNES)
Mortal Kombat 3 (SNES)

Super Mario All Stars (SNES)
with box and manual

CHRISTOPHER KING
11 Delgarno Rd, Bonnyrigg, NSW 2177
Tel: 9610 6457

Action Replay 2 (SNES Hardware)
with manual \$60

DARREN PENTECOST
119/179 Princes Hwy, Arncliffe, NSW
2205. Tel: 02 9556 3796

Super Mario 64 (N64) \$49
PilotWings 64 (N64) \$69
Shadows of the Empire (N64) \$69
All NTSC. Will consider swaps
for any good N64 game

MARK KENNERLEY
62 Kialla Rd, Crookwell, NSW 2583
Tel: 048 322 287

Donkey Kong Country (SNES)
Donkey Kong Country 2 (SNES)
Taz Mania (SNES)
Theme Park (SNES)

Sim City (SNES) \$30/Swap
Mortal Kombat 3 (Game Boy)

AARON FONSECA
4 Milton St North, Ashfield, NSW 2131
Tel: 02 9797 6320

Mortal Kombat 3 (SNES) \$30
Syndicate (SNES) \$30
Zelda 3 (SNES) \$30

JONATHON EVANS
The Peak, Nymagee, NSW 2831
Tel: 068 373 881

Mortal Kombat 2 (SNES)
Mortal Kombat 3 (SNES)
Donkey Kong Country (SNES)
Super Mario Kart (SNES)

Secret of Evermore (SNES)

CHRIS SHORT
24 Marion St, Strathfield West, Sydney
NSW 2140. Tel: 9764 2139

Yoshi's Island (SNES)
Yoshi's Cookie (SNES)
Donkey Kong Country (SNES)
Super Punch Out (SNES)
Mario Paint (SNES)
Daffy Duck: The Marvin Missions
(SNES)

BILL CLANCY
15 Monrose Ave, Fairfield, NSW 2165
Tel: 9727 7624

SNES Console,
Weapon Lord (SNES),
Super Mario All Stars (SNES),
Super Mario World (SNES),
Golf (SNES)
All for \$170 inc. manuals

BYRON ZANELLA
10 Peat Ct, Eaglevale, Cambelltown,
NSW 2558. Tel: 046 265 040

Super Scope Gun (SNES Hardware)
Terminator 2 (SNES)
R-Type 3 (SNES)

Bubsy: Claws Encounters of the
Furred Kind (SNES) swap
Spiderman: XMen in Arcades
Revenge (SNES) swap
Robocop vs Terminator (SNES) swap
Super R-Type (SNES) swap

DETAILS

WANTS

WILL SWAP/SELL

IAIN DUNN
5 Alsace Lane, Peakhurst, Sydney, NSW
2210. Tel: 02 9533 5261

WWF Raw (SNES)
WWF Wrestlemania (SNES)
Action Replay (SNES)
Action Replay MkII (SNES Hardware)

Bubsy the Bobcat (SNES)
Mortal Kombat (SNES)
World Cup USA '94 (SNES)

DAVID ANDREW
18 Mallee St, Quakers Hill, Blacktown,
NSW 7763. Tel: 9626 8859

Donkey Kong Country 3 \$80
Aladdin (SNES) \$35
Plok (SNES) \$40
Lolo 2 (NES) \$20
Time Lords (NES) \$20

NICK MAIO
188 Somerville Rd, Hornsby Hts, Sydney,
NSW 2077. Tel: 9477 2828

Donkey Kong Country (SNES)
NBA Jam TE (SNES)
FIFA Soccer '97 (SNES)
Theme Park (SNES)
Earthworm Jim (SNES)
Earthworm Jim 2 (SNES)

Super Ghouls & Ghosts (SNES) Swap
Sensible Soccer (SNES) Swap
Nigel Mansell's World
Championship (SNES) Swap
Pac-Man (Game Boy) Swap

GALVIN GAPUD
22 Mallee St, Quakers Hill, Sydney, NSW
2763. Tel: 9626 8893

Donald Duck in Maui Mallard (SNES)
Final Fantasy (SNES)
Final Fantasy 2 (SNES)
Secret of Evermore (SNES)
Secret Stars (SNES)
4-player Adaptor (SNES Hardware)
Action Replay 2 (SNES Hardware)
Action Replay 3 (SNES Hardware)

Super Mario Kart (SNES)
Game Boy Clear console
Tetris (Game Boy)
swappers must be in Sydney

JASON WHEATLEY
30 Rogers St, Condobolin, NSW 2877
Tel: 068 953 520

Theme Park (SNES)
Vegas Stakes (SNES)
Sim Earth (SNES)

Pinocchio (SNES)

ANDREW CURLINE
26a Day Rd, Cheltenham, NSW 2119
Tel: 9869 1297

Street Fighter (Game Boy)

Nigel Mansell's World
Championship (GB) Swap

TIM LAMAN
17 Gilbert Place, French's Forest, NSW
2086. Tel: 02 9451 3326

SNES Console + 2 Controllers +
Joe & Mac (SNES) \$60-\$75
Donkey Kong Country (SNES) \$40
Killer Instinct (SNES) \$60
Stunt Race FX (SNES) \$25
All with manuals

KEN MCKEON
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Tel: 06 385 3097

Will buy most NES games for \$3
(negotiable)
must include cases & manuals

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6/114 Donohue St, Kings Park, NSW
2148. Tel: 02 626 0236

Ultimate Mortal Kombat 3 (SNES)
Street Fighter II Alpha (SNES)

Mortal Kombat 2 (SNES)
Mortal Kombat 3 (SNES)

GLEN MCPHERSON
18 Clair Cres, Padstow, NSW 2211
Tel: 02 9773 3808

NES Console + 2 Controllers (NES)
Cleaning Kit + Quickshot Control
Pad (NES)
68 games on 14 carts (NES)

CLAYTON ROGERS
138 Old Bundarra Rd, Inverell, NSW
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Last Action Hero (SNES) swap
with box, 2 manuals & cheats

Send to: Swap & Sell, NMS, PO Box 734, Crow's Nest, NSW 2065.

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#55

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I'LL SWAP/SELL

Game _____ Console _____

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Final Fight (SNES)
Krusty's Super Fun House (SNES)
Cal Ripken Baseball (SNES)
Blues Brothers (SNES)
Barf's Nightmare (SNES)

WILL SWAP/SELL

NFL Quarterback Club (SNES)
Sim City (SNES)
World League Basketball (SNES)

IRAWAN PURNA
11 Thomas St, Ashfield, NSW 2131
Tel: 02 9798 9264

Breath of Fire II (SNES)
Lufia (SNES)
Final Fantasy III (SNES)

Lufia II (SNES) \$75 or swap

ANDREW DOWLING
5 Queanebyan, NSW 2620
Tel: 297 7155, (Work) 297 2037

Mortal Kombat 2 (SNES)
Mortal Kombat 3 (SNES)
Kirby's Fun Pack (SNES)

Virtual Bart (SNES)
Super Mario All Stars (SNES)
Donkey Kong Country (SNES)

LUKE RYAN
45 Cedar St, Katoomba, NSW 2780
Tel: 047 821 607

Donkey Kong Land (Game Boy)
Primal Rage (Game Boy)
Mortal Kombat 3 (Game Boy)

Power Rangers (Game Boy)
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Robocop vs Terminator (GB)

TIM CAVENAGH
28a Molten Rd, Beecroft, NSW 2119
Tel: 02 9980 7780

Illusion of Time (SNES)
Breath of Fire (SNES)
Secret of Evermore (SNES)

Donkey Kong Country (SNES)
Donkey Kong Country 2 (SNES)
Donkey Kong Country 3 (SNES)

JASON NG
37 Fern Circuit West, Menai, NSW 2234
Tel: 02 9541 1283

Earthworm Jim (Game Boy)
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Unirally (SNES) \$20
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MICHAEL CLIFFORD
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Mighty Max (SNES),
Super Mario Kart (SNES),
Yoshi's Island (SNES),
Action Replay 3 (SNES Hardware),
Chrono Trigger (SNES)

ADAM & LUKE VERGOS
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WWF Royal Rumble (Game Boy)

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Super Mario All Stars (SNES),
Mighty Max (SNES),
Super Mario Kart (SNES),
Yoshi's Island (SNES),
Action Replay 3 (SNES Hardware),
Chrono Trigger (SNES)

QUEENSLAND

CHARLES BURN
17/12 Kolberg St, Zillmere, Qld 4034
Tel: 3865 1590

Mortal Kombat 2 (SNES)
Super Mario Kart (SNES)

Mortal Kombat 3 (SNES)
Donkey Kong Country 3 (SNES)

AARON HEATH
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4510. Tel: 07 5498 9897

Mortal Kombat 2 (SNES)
Super Mario Kart (SNES)

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Rad Racer (NES) \$15
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Lion King (SNES)

Donkey Kong Land (Game Boy)
Lion King (Game Boy)
Super Mario Land (Game Boy)
Zelda IV: Link's Awakening (GB)
R-Type (Game Boy)
Fortress of Fear (Game Boy)
Bubble Ghost (Game Boy)

JOHN FRASER
Lot 121 Costello's Rd, Murphy's Creek,
Qld 4352. Tel: 076 305 225

Clay Fighter (SNES)
Clay Fighter 2 (SNES)

Killer Instinct (SNES)
Mortal Kombat 3 (SNES)

NICK CASSIMATIS
132 Prince Edward Pde, Redcliffe, Qld
4020. Tel: 07 3203 4195

Zelda: Link's Awakening (Game Boy)
Toy Story (Game Boy)
Wario Land (Game Boy)
Donkey Kong Land 2 (Game Boy)

Wario Blast (Game Boy) Swap
as new (boxed, no manual)

DANIEL ALEXANDER
23 Romney St, Pialba, Hervey Bay, Qld
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Donkey Kong Land (Game Boy)
Super Mario Land 2 (Game Boy)

Killer Instinct (Game Boy)

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Tel: 3288 4532

Donkey Kong Land (Game Boy)
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Battleloads in Battle Maniacs (SNES)
Secret of Mana (SNES)
Earthworm Jim 2 (SNES)
Sim City (SNES)
TMNT: Turtles in Time (SNES)

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Qld 4017. Tel: 07 3269 7489

Super Mario All Stars (SNES)
Super Mario Kart (SNES)
Bubsy the Bobcat (SNES)
Killer Instinct (SNES)
Super Mario Land (Game Boy)

Many more...

DETAILS

MATTHEW SAVAGE
50 Ellen St, Kingston, Qld 4114
Tel: 07 3290 2682

WANTS

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Donkey Kong Country 2 (SNES)
Donkey Kong Country 3 (SNES)
Power Rangers Fighting Edition (SNES)
Killer Instinct 2 (SNES)
MegaMan X (SNES)
Super Widget (SENS)
Super Mario Kart (SNES)
Captain Planet (SNES)
Turtles in Time (SNES)

WILL SWAP/SELL

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Super Mario All Stars (SNES)
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Mystic Quest Legend (SNES) swap

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Super International Cricket (SNES)
Mortal Kombat 3 (SNES)
Theme Park (SNES)
Sim Ant (SNES)

Rock 'n' Roll Racing (SNES)
Secret of Evermore (SNES)
Super Mario World (SNES)

HANS KARNER
5 Raven St, Maryborough, Qld 4650
Tel: 235 135

Donkey Kong Country (SNES)
Donkey Kong Country 2 (SNES)
Donkey Kong Country 3 (SNES)

Lost Vikings (SNES)

DAMIEN COLE
261 Kent St, New Farm, Brisbane, Qld
4005. Tel: 3254 2613

N64 Console

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more SNES games for N64

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Many more...

SNES Console \$60
Stunt Race FX (SNES) \$30
Starwing (SNES) \$30
Killer Instinct (SNES) \$30
Unirally (SNES) \$30
NES Console \$20
Double Dragon 2 (NES) \$7
Simon's Quest (NES) \$7
Shadow Warriors 2 (NES) \$7
Blaster Master (NES) \$7
Dragon's Lair (NES) \$7
Terminator 2 (NES) \$7
All include boxes & manuals

KYLE MCLENNAN
C/- PO Redlynch, Cairns, Qld 4870
Tel: 070 391 240

Super Mario Kart (SNES)
Doom (SNES)
Doom 2 (SNES)
Ultimate Mortal Kombat (SNES)

Diddy's Kong Quest (SNES)
Yoshi's Island (SNES)
Killer Instinct (SNES)

BRETT MARSHALL
28 Rogers Pde Wst, Everton Park,
Brisbane, Qld 4053. Tel: 07 3353 2716

Zelda: Link's Awakening (Game Boy)

Donkey Kong Land (Game Boy)
Super Mario Land 2 (Game Boy)

DANE PEVY
43 Avanti St, Mermaid W, Gold Coast,
Qld 4218. Tel: 5578 6264

Mario is Missing (SNES)
Yoshi's Safari (SNES)
Mortal Kombat 3 (SNES)

Yoshi's Island (SNES)
Super Mario Kart (SNES)
Killer Instinct (Game Boy)

ADE GUSTI
47 Mortensen Rd, Nerang, Gold Coast,
Qld 4211. Tel: 07 5578 1467

Any Simpson's game (Game Boy)
Killer Instinct (Game Boy)
Wave Race (Game Boy)
Worms (Game Boy)

Donkey Kong Land (Game Boy)
Mortal Kombat 2 (Game Boy)
28 Games in 1 (Game Boy)
includes: Fatal Fury, Wario
Land, Dr Mario, Tetris, Soccer,
Captain America, Tennis,
Motorcross, Bowling and more

LACHLAN BUTLER
9 Samoa St, Taigum, Brisbane, Qld
4018. Tel: 07 3865 2178

Super Mario RPG (SNES)
Super Mario Kart (SNES)
Zelda: Link's Awakening (Game Boy)

The Addams Family (SNES)
Kirby's Black Ball (Game Boy)
Super Mario Land 3 (Game Boy)

BRETT SLADER
32 Conroy St, Kilcoy, Qld 4515
Tel: 07 5497 1416

Super Mario Kart 64 (N64)
Wayne Gretzky's 3D Hockey (N64)

Gameboy Console with Tetris \$50
Game Boy Carry Case \$10
Game Boy Link Cable \$10
Game Boy Night Sight \$10
Micro Machines 2 (GB) \$30
Donkey Kong Country (GB) \$30
Zelda IV: Link's Awakening (GB) \$20
F1 Race (Game Boy) \$20
Wario Blast (Game Boy) \$20
Wario Land (Game Boy) \$30
NFL Quarterback Club '96 (GB) \$30
Primal Rage (Game Boy) \$30
All boxed with manuals

SOUTH AUSTRALIA

SCOTT W DIX
41 Amsterdam Rd, Adelaide, SA 5163
Tel: 8384 3305

Secret of Evermore (SNES)
Civilization (SNES)
Secret of Mana (SNES)
Terranigma (SNES)
Final Fantasy 3 (SNES)
Killer Instinct (SNES)
NBA Jam TE (SNES)
Zelda 3 (SNES)
Illusion of Time (SNES)
Pro Action Replay 3 (SNES Hardware)

Sim City (SNES) \$60/Swap
Mortal Kombat (SNES) \$35/Swap
StarWing (SNES) \$50/Swap
Pugsley's Scavenger Hunt (SNES)
\$30/Swap
Michael Jordan: Chaos in the
Windy City (SNES) \$30/Swap
Super Mario All Stars (SNES) \$50
Super Mario World (SNES) \$40
Many more...

JASON FREY
223 Port Rush Rd, Norwood, Adelaide,
SA 5067. Tel: 8332 3998

Secret of Evermore (SNES)
Civilization (SNES)
Secret of Mana (SNES)
Terranigma (SNES)
Final Fantasy 3 (SNES)
Killer Instinct (SNES)
NBA Jam TE (SNES)
Zelda 3 (SNES)
Illusion of Time (SNES)
Pro Action Replay 3 (SNES Hardware)

Sim City (SNES) \$60/Swap
Mortal Kombat (SNES) \$35/Swap
StarWing (SNES) \$50/Swap
Pugsley's Scavenger Hunt (SNES)
\$30/Swap
Michael Jordan: Chaos in the
Windy City (SNES) \$30/Swap
Super Mario All Stars (SNES) \$50
Super Mario World (SNES) \$40
Many more...

LEE BYFIELD
180 North Tce, Mt Gambier, SA 5290
Tel: 08 8725 3117

Spawn (SNES)
Killer Instinct 2 (SNES)

NES Console \$100
2 Controllers \$20
Gun Zapper \$40
Track and Field, Super Mario,
Super Mario 2, Super Mario 3,
Sky Hawk, Hogans Alley, POW
All NES \$80
Or all for \$240

DETAILS

BRENDAN GRANT

39 Irving Rd, Aldinga Beach, Aldinga, SA 5173. Tel: 8556 5416

DAVID GREEN

11 Hurcombe St, West Beach, SA 5029
Tel: 08 8353 2791

GREG ROBINSON

PO Box 86, Kalangadoo, SA 5278
Tel: 08 8739 3076

JAMIE HORN

4 Cheam Drive, Reynella, SA 5161
Tel: 08 8322 6245

PETER ELLIS

PO Box 119, Verdun, SA 5245
Tel: 08 8388 7152

ADAM

11 Voletta Crt, Parafield Gdns, Adelaide, SA 5107. Tel: 8283 0356 (6-10pm Weeknights)

JARROD QUILTY

269 Main Rd, Hawthorndene, SA 5051
Tel: 08 8278 1553

GARRY PARSONS

5 Fielding Court, Bridgewater, SA 5155
Tel: 8339 3298

FELIX GREEN

33 Matthew Smillie Dr, Nairne, SA 5252
Tel: 08 8388 0169

TIM DAY

19 Lovelock St, Highbury, SA 5089
Tel: 8265 1763

JAMES HOPGOOD

22 Railway Tce, McLaren Vale, SA 5171
Tel: 08 8323 9445

KIMBERLEY MALE

36 McKenzie Cres, Salisbury East, SA 5109. Tel: 8258 5257

KAREN ATKINS

7 Moir St, Tailem Bend, SA 5260
Tel: 08 8572 3216

DAVID LUCAS

30 Osborne Rd, North Haven, SA 5018
Tel: 8341 9396

CAMERON MITCHELL

27 St Michael's Crt, Oakden, Adelaide, SA 5086. Tel: 08 8369 1581

NICHOLAS TAGLIAFERRI

2 Manor Ct, Athelstone, Adelaide, SA 5076. Tel: 8337 6539

VICTORIA

CRAIG ELIADES

764 Canterbury Rd, Vermont, Melbourne, Vic 3133. Tel: 9874 1617

MATTHEW FITZGERALD

RMB 6195, Traralgon, Vic 3844
Tel: 03 5174 5023

GLEN PAKARINEN

RMB 1450, Hirst Rd, Boolarra, Vic 3870
Tel: 03 5169 6628

WANTS

Killer Instinct 2 (SNES)
Mortal Kombat 2 (SNES)
Ultimate Mortal Kombat 3 (SNES)

Zelda 2 (SNES)

Zelda 3 (SNES)
Secret of Mana 2 (SNES)

Game Shark (N64 Hardware)
Controller Pak (N64 Hardware)
Controller (N64 Hardware)
Super Mario 64 2 (N64)
Killer Instinct Gold (N64)
FIFA 64 (N64)
Turk: Dinosaur Hunter (N64)
Wave Race 64 (N64)
PilotWings 64 (N64)
Shadows of the Empire (N64)
Clay Fighter 63 1/3 (N64)
Starfox 64 (N64)
Mission: Impossible (N64)
GoldenEye 007 (N64)

Secret of Mana II (SNES)
Super Mario All Stars (SNES)
Mario is Missing (SNES)
Yoshi's Island (SNES)

Turok: Dinosaur Hunter (N64)

Donkey Kong Country 3 (SNES)
Street Fighter Alpha 2 (SNES)
Street Fighter II (Game Boy)

Super Mario Kart 64 (N64)
Super Mario 64 (N64)
Shadows of the Empire (N64)

NES (Hardware)
2 Controllers (NES)
Aussie Rules Football (NES)

Super Mario Land (Game Boy)
Donkey Kong Land (Game Boy)

Mario Paint + Mouse (SNES)
with manual please

WILL SWAP/SELL

SNES Console, 2 Controllers,
Super Mario Kart (SNES),
Bubsy the Bobcat (SNES)
(with manuals)

Super Mario 64 (N64) \$65
Cruis'n USA (N64) \$60
Scope Gun + Super Scope 6
(SNES) \$60
2 Controllers (SNES) \$25 or \$15 each
Unirally (SNES) \$40
Killer Instinct (SNES) \$40
Zombies (SNES) \$30
Super Strike Gunner (SNES) \$25
Super Mario World (SNES) \$30
Yoshi's Island (SNES) \$35
Game Link Cable (GB Hardware) \$15
Donkey Kong Land (GB) \$25
Killer Instinct (Game Boy)

Hyperzone (SNES)
Super R-Type (SNES)
Mario Paint (SNES)

PilotWings 64 (N64)

Mortal Kombat 3 (SNES)
PilotWings (SNES)
Super Star Wars (SNES)
Zelda: Link's Awakening (GB)
(with manuals & boxes please)

Ultimate Mortal Kombat 3 (SNES) \$65
Donkey Kong Country (SNES) \$50
Mortal Kombat 3 (SNES) \$50

Super Mario World (SNES) \$60
Super Star Wars (SNES) \$60
SNES Console + Controller \$90

Adelaide area only

SNES Console + Controller,
Itchy and Scratchy (SNES),
Donkey Kong Country (SNES),
Super Mario All Stars (SNES)
All for \$180

Zelda: Link's Awakening (GB) \$25
or swap for SML or DKL
Illusion of time (SNES) \$35 ono

SNES Console + 2 Controllers,
Donkey Kong Country (SNES),
Donkey Kong Country 2 (SNES),
Donkey Kong Country 3 (SNES),
Super Mario Kart (SNES),
The Last Vikings (SNES),
The Flintstones (SNES),
T2 - The Arcade Game (SNES),
Soccer Shootout (SNES) no manual
All for \$399

SNES Console,
Super International Cricket
(SNES),
\$120 ono (as new)

SNES Console + 2 Controllers,
Yoshi's Island (SNES),
NBA Jam TE (SNES),
Super Mario All Stars (SNES)
All for \$140

Royal Rumble (SNES) \$30
Super International Cricket (SNES) \$50
NBA Jam TE (SNES) \$50
Earthworm Jim (SNES) \$50

Super Mario Kart (SNES)
Mortal Kombat 2 (SNES)
Olympic Summer Games (SNES)
Mansell's World Champ (SNES)

DETAILS

DAVID THOMPSON

PO Box 181, Ararat, Vic 3377
Tel: 03 5352 5176

JUSTIN CIABOTTI

260 Napier St, Strathmore, Melbourne, Vic 3041. Tel: 03 9379 9057

MICHAEL SAMPLE

5 Sheepfold Crt, West Melton, Vic 3337
Tel: 03 9743 7171

MARK DUFFELL

10 Bonny View Rd, Mount Eliza, Vic 3930. Tel: 03 9787 2431

CHRIS

34 Toolamba Rd, Mooroopna, Vic 3629
Tel: 058 251 732

MICHAEL PEART

42 Grandview Ave, Rye, Vic 3941
Tel: 059 852 889

NO NAME

Dunolly, Vic 3472
Tel: 014 640 678

SIMON MCLEAN

300 Spring Rd, Dingley, Vic 3172
Tel: 9551 4071

JENNIFER BROOKS

9 Sherwood Rd, Cranbourne, Melbourne, Vic 3977. Tel: 03 5996 3305

J MACKLIN

1/5 Barks Ave, Lakes Entrance, Vic 3909. Tel: 051 55 3883
Internet: macklin@b150.aone.net.au

NATHAN DISTON

50 Fairhills Drive, Rye, Vic 3941
Tel: 03 5985 5104

STEVE WALSH

8 Culliton Rd, Camberwell, Vic 3124
Tel: 9809 1867

ASHLEY PERKS

19 McBride Cres, Seaford, Vic 3198
Tel: 9786 0654

JUSTIN H DAVIDSON

48 Summerlea St, Traralgon, Vic 3824
Tel: 03 5633 2189

DEAN KOBRITZ

3 Eden Ct, Toorak, Melbourne, Vic 3142
Tel: 9822 4762

ADRIAN KILNER

3 Slater Place, Burwood, Vic 3125
Tel: 9889 8016

WANTS

Donkey Kong Country 3 (SNES)
Mortal Kombat (SNES)
International Cricket (SNES)

Donkey Kong Country (SNES)
Killer Instinct 2 (SNES)

Super Mario Kart (SNES)

Garfield (Game Boy)

Donkey Kong Country 2 (SNES)
Alien vs Predator (SNES)
Bubsy the Bobcat (SNES)
Bubsy the Bobcat 2 (SNES)
Doom (SNES)
Demolition Man (SNES)
Rock 'n' Roll Racing (SNES)
Judge Dredd (SNES)
Super Mario RPG (SNES)
Super Star Wars (SNES)

Primal Rage (SNES)
Killer Instinct (SNES)
Street Fighter II Turbo (SNES)

Mortal Kombat (SNES)
Mortal Kombat 2 (SNES)
Mortal Kombat 3 (SNES)
NBA Jam TE (SNES)
Super Mario Kart (SNES)
Donkey Kong Country 2 (SNES)
Donkey Kong Country 3 (SNES)
Michael Jordan's Chaos in the Windy
City (SNES)
Barkley Shut Up and Jam (SNES)
Yoshi's Island (SNES)

Yoshi's Island (SNES)
Killer Instinct 2 (SNES)
Toy Story (SNES)
Mario Cards (SNES)
Game Genie (Hardware)

Any games for NES

Cannon Fodder (SNES)
Worms (SNES)
Rock 'n' Roll Racing (SNES)
Unirally (SNES)
NBA Jam TE (SNES)
Diddy's Kong Quest (SNES)
Super Street Fighter II (SNES)
Doom (SNES)
Jurassic Park 2 (SNES)
Earthworm Jim 2 (SNES)
Mario Paint + mouse & manual
(SNES)

Micro Machines 2 (Game Boy)
Donkey Kong Land (Game Boy)

Mortal Kombat 2 (SNES)

Super Probotector (SNES)
Super Probotector 2 (SNES)
MechWarrior 3050 (SNES)
Worms (SNES)
Worms (Game Boy)

Super Mario Kart (SNES)
Unirally (SNES)
Super Punch Out (SNES)

Any MegaMan game (Game Boy)
Zelda (Game Boy)

WILL SWAP/SELL

Shaq Fu (SNES) \$20/Swap
The Lawn Mower Man (SNES) \$25/
Swap
World League Basketball (SNES)
\$25/Swap
All boxed with manuals

Bubsy the Bobcat (SNES)
Super Mario World (SNES)

MegaMan X (SNES)
Syndicate (SNES)

Mortal Kombat 2 (Game Boy)
SN Pro Pad, Auto Fire, See through
Case

Many more...

Super Mario World (SNES)
Mortal Kombat 2 (SNES)
Super Mario Kart (SNES)

Donkey Kong Country 2 (SNES)
Sim City (SNES)
Super Punch Out (SNES)
Street Fighter II (SNES)

SNES Console, 1 Controller, Action
Replay 3 and 18 Games
(boxed with manuals) including
Donkey Kong Country, Donkey
Kong Country 2, Super Metroid,
Jungle Book, Flashback,
Syndicate, etc.
\$550 (will not separate)

Darius Twin (SNES)
Jurassic Park (SNES)
Castlevania IV (SNES)
The Chaos Engine (SNES)
Mortal Kombat (SNES)
Secret of Mana (SNES)
Another World (SNES)
Nigel Mansell's World
Championship (SNES)
Star Wing (SNES)
Stunt Race FX (SNES)

Wario Land (Game Boy)
Worms (Game Boy)
Escape from Camp Deadly (GB) \$10
Dr Franken (Game Boy) \$10
T2 (Game Boy) \$10
Bubble Ghost (Game Boy) \$10

Battletoads in Battlemaniacs
(SNES) Swap

Killer Instinct (SNES) \$55/Swap
Starwing FX (SNES) \$35/Swap
Yoshi's Island (SNES) \$55/Swap
Super Mario World (SNES) \$30/Swap
Primal Rage (GB) \$30/Swap
F-1 Race (GB) \$20/Swap
Wario Blast (GB) \$30/Swap

NES Console \$50
Spy Hunter (NES) \$10
Mortal Kombat 2 (SNES) \$75

Killer Instinct (Game Boy)
Mario & Yoshi (Game Boy)
Super Mario World (SNES)

DETAILS

ZAC WALKER
355 St Georges Rd, Northcote,
Melbourne, Vic 3070. Tel: 9484 4363

AARON GREEN
109 Mitcham Rd, Donvale, Vic 3111
Tel: 03 9872 4069

BEN ROVATOS
Lot 26, Swansea Rd, Lilydale, Vic 3140
Tel: 03 9739 5696

STEVEN BERRY
14 Feakes Rd, Westernport, Vic 3920
Tel: 03 5983 8745

ANDREW CALLANDER
286 Burnley St, Richmond, Vic 3121
Tel: 03 9427 7991

JAMES IACONO
3 Wallaby Way, Healesville, Vic 3777
Tel: 059 626 014

SIMON TURNER
5 Kara Court, Wantima, Vic 3152
Tel: 9801 8841

RAYMOND SPITERI
Maryborough, Vic 3465
Tel: 054 614 635

JAMES MELLIE
PO Box 217 W, Ballarat West, Vic 3350
Tel: 03 5332 4464

PETER STAMATOPOULOS
43 David St, Dandenong, Melbourne,
Vic 3175. Tel: 03 9791 8123

JE'SON STOW
15 Tania Crt, Pakenham, Vic 3810
Tel: 03 5940 1974

BRENTON PEARMAN
81 Scenic View Dve, Mt Martha, Vic
3934. Tel: 03 5974 2586

HELEN HOUSTON
PO Box 7065, Geelong West, Vic 3218
Tel: 03 5224 7448

WESTERN AUSTRALIA

JEDD WHATELEY
4 Knot Way, Yangebup, Perth, WA 6164
Tel: 09 417 9247

NATHAN SAVAGE
51 Leslie St, Mandurah, WA 6210
Tel: 08 9581 5113

ALLAN WHITE
35 Milford Way, Hallamara, WA 6061
Tel: 08 9344 4493

MATTHEW BUTLER
18 Cleveden St, North Perth, WA 6006
Tel: 08 9444 0915

MATTHEW VENABLES
9 Kiandra Parade, Ballajura, WA 6066
Tel: 09 9248 9117

PAUL DESPOTAKIS
108 Alma Rd, NP, Perth, WA 6006
Tel: 328 2604

WANTS

Donkey Kong Country 2 (SNES)
Yoshi's Island (SNES)
Earthworm Jim 2 (SNES)

Theme Park (SNES)
Donkey Kong Country 2 (SNES)
Rival Turf (SNES)
Separation Anxiety (SNES)
Ninja Shadow Gaiden (Game Boy)

Sim City (SNES)
Toy Story (SNES)
Donkey Kong 2 (SNES)

WWF Royal Rumble (SNES)

Donkey Kong Land (Game Boy)
Mortal Kombat 2 (Game Boy)
Killer Instinct (Game Boy)

MegaMan X
MegaMan X2

Donkey Kong Country (SNES)

Toy Story (SNES)
NBA Live '96 (SNES)
MechWarrior 3050 (SNES)
Earthworm Jim 2 (SNES)
Phantom 2040 (SNES)
MegaMan X3 (SNES)
Maximum Carnage (SNES)

Donkey Kong Land (Game Boy)
Kirby's Dreamland (Game Boy)

Primal Rage (SNES)
Earthworm Jim 2 (SNES)
Yoshi's Island (SNES)

Shadows of the Empire (N64)
Super Mario Kart 64 (N64)

Super Mario Land 2 (Game Boy)
Doom (SNES)

Doom (Game Boy)
Any other game (Game Boy)

Alien 3 (SNES)
Super Return of the Jedi (SNES)
Zombies Ate My Neighbours (SNES)
Ghoul Patrol (SNES)
Primal Rage (SNES)
Earthworm Jim 2 (SNES)
Mortal Kombat II (SNES)

Turok: Dinosaur Hunter (N64)

WILL SWAP/SELL

Super Mario All Stars (SNES) swap
Super Mario World (SNES) swap

Flintstones (SNES) \$25
Home Along (SNES) \$25
Krusty's Super Fun House (SNES)
\$25

Barkley Shut Up & Jam (SNES)
Super Punch Out (SNES)
Pit Fighter (Game Boy)

Street Fighter II (Game Boy)
Godzilla (Game Boy)
Donkey Kong Land 2 (Game Boy)
swappers in Vic only

Donkey Kong Country
Donkey Kong Country 2

Doom (SNES) \$60
Super Mario All Stars (SNES) \$50
Illusion of Time (SNES) \$55

Donkey Kong Country 2 (SNES)

Teenage Mutant Ninja Turtles
(NES) \$10
Gremlins 2 (NES) \$8
Guerrilla War (NES) \$10
Tetris (NES) \$10
Super Mario Bros 2 (NES) \$12
Or all for \$40

Donkey Kong Country 2 (SNES)
Donkey Kong Country 3 (SNES)
Super Mario World (SNES) no
box or manual
Super Mario All Stars (SNES) no
box or manual
Mortal Kombat 3 (GB) no box
Double Dragon (GB) no box
NBA Jam (Game Boy) no box

Bubsy the Bobcat (SNES)

Turok: Dinosaur Hunter (N64)

Killer Instinct (Game Boy)
Donkey Kong Land 2 (SNES)
both with boxes, manuals & codes

Wario Land (Game Boy)
Donkey Kong Land (Game Boy)
Tetris 2 (Game Boy)
Terminator 2 (NES)
Mach Rider (NES)
Double Dragon (NES)
Battletoads (NES)
Crackout (NES)
Kung Fu (NES)
Zelda 2 (NES)

SNES Console, Autofire Controller,
Terranigma (SNES),
Yoshi's Island (SNES),
Killer Instinct (SNES),
Super Ghouls & Ghosts (SNES),
Nigel Mansell's Championship
Racing (SNES)
All for \$250

Mortal Kombat (SNES)
Super International Cricket (SNES)
Street Fighter II (SNES)
Biometal (SNES)
Maximum Carnage (SNES)
MegaMan X (SNES)

PiloWings (N64) \$70
only used once

DETAILS

DANIEL VINCE
16 Ashburton Tce, Fremantle, WA 6160
Tel: 336 2981

ANTHONY GIBSON
28 Coast Rise, Swanbourne, Perth, WA
6010. Tel: 9385 2792

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41 Loftus St, Nedlands, WA 6009
Tel: 08 9386 6082

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23 Battersea Way, Morley, Perth, WA
6062. Tel: 279 6057

CHRIS HOPKINS
161 Corinthian Rd, Riverton, WA 6148
Tel: 09 457 9219

SCOTT HUTCHINS
13 Nickletown Cres, Kambalda East, WA
6442. Tel: 08 9027 1106

DAINE BRADLEY
31 Postling St, Kenwick, WA 6107
Tel: 09 459 6356

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PO Box 355, Gnowangerup, WA 6335
Tel: 08 9827 1357

RUI LEOW
6 Rawley Gardens, Mt Claremont, Perth,
WA 6010

BLAKE MALONE
40 Tilton Tce, City Beach, Perth, WA
6015. Tel: 09 385 7578

GARY CLEMENTSON
19 Lawley Rd, Lesmurdie, Perth, WA
6076. Tel: 291 9423

NICHOLAS MATTHEWS
34 Elverd St, Kojanup, WA 6395
Tel: 098 311 101

CLINTON SIM
158 Thelma St, Como, Perth, WA 6152
Tel: 9367 2106

MICHAEL HADWIGER
28 Richards Cres, Craigie, Perth, WA
6025. Tel: 307 2451

MARK PAUL
30 Tranmore Way, City Beach, WA 6015
Tel: 385 9283

JAMES JEFFERY
37 Belvedere Rd, Hammersley, Perth,
WA 6022. Tel: 447 8688

RICCARDO AGOSTINO
36 Attra St, Balclutha, Perth, WA 6021
Tel: 09 344 1762

ANTONY EASTON
730 Viveash Rd, Swan View, WA 6056
Tel: 09 294 1484

NEW ZEALAND

JOSHUA BENSEMANN
90A Allen Bell Drive, Kaitiaki, NZ
Tel: 09 408 1012

WANTS

A good Simpson game (SNES)
NBA Jam (SNES)
Cruis'n USA (N64)

Stunt Race FX (SNES)
Rock 'n' Roll Racing (SNES)

Zelda (Game Boy)
Earthworm Jim (Game Boy)
SNES Console, 1 Controller + 1 game
for 4 Game Boy games

Rock 'n' Roll Racing (SNES)
F-Zero (SNES)

Donkey Kong Country 2 (Game Boy)
Dragonheart (Game Boy)
4 Player Adaptor (Game Boy Hardware)

Yoshi's Island (SNES)
Donkey Kong Country (SNES)
Donkey Kong Country 2 (SNES)
Super Mario All Stars (SNES)

SNES Console + 1 Controller +
NHL '96 (SNES),
NBA Jam (SNES),
Super Wrestlemania (SNES),
Joe & Mac Caveman Ninja (SNES)
Excellent cond., most manuals
\$200 or will separate

Mechwarrior 2 (SNES)

Donkey Kong Land (Game Boy)

MegaMan 3 (NES)
Mission Impossible (NES)

Death and Return of Superman (SNES)
Super Street Fighter II (SNES)

Chrono Trigger (SNES)
Breath of Fire 2 (SNES)
Shadows of the Empire (N64)

Virtual Boy Console
3 games (Virtual Boy)
SNES Console + 5 games

Metroid II (Game Boy)
Donkey Kong Country 3 (SNES)
Killer Instinct (SNES)
Ultimate Mortal Kombat 3 (SNES)
Donkey Kong Country 2 (SNES)

Donkey Kong Country (SNES)
Donkey Kong Country 2 (SNES)
Yoshi's Island (SNES)

Wario Land (Game Boy)
Donkey Kong Land 2 (Game Boy)

WILL SWAP/SELL

Killer Instinct (SNES)
Bubsy the Bobcat (SNES)
Zelda 3 (SNES)
Demon's Crest (SNES)
Super Mario 64 (N64)
Wave Race (N64)

Donkey Kong Country (SNES)
Robocop vs Terminator (SNES)

SNES Console (NTSC) +
2 Controllers + Street Fighter II
Spare Controller (SNES)
Donkey Kong Country 2 (SNES) PAL
Yoshi's Island (SNES) PAL
Action Replay (SNES) with cheats
Street Fighter II Turbo (SNES) NTSC

Bart vs The Juggernauts (GB) \$40
Kirby's Dreamland (GB) \$40
Sneaky Snakes (Game Boy) \$40
Mario and Yoshi (GB) \$40
Hyper Lode Runner (GB) \$40
The Jungle Book (Game Boy) \$40

A Boy and his Blob (NES) \$5
Defender of the Crown (NES) \$5
Snakes Revenge (NES) \$5
Syndicate (SNES) \$40

Killer Instinct (SNES) \$50
Weapon Lord (SNES) \$40
Battle Clash (SNES) \$40
Yoshi Safari (SNES) \$40
SNES Scope + 6 game pack \$70
SNES Console + 2 Controllers \$70

Donkey Kong Country 3 (SNES) Swap
Axelay (SNES) swap
Donkey Kong Country (SNES) \$40

Micro Machines 2 (GB) \$50
Worms (Game Boy) \$50
Pinball Fantasies (GB) \$40 never used
Will swap for SNES system

NBA Jam (SNES)

Game Boy Console + case \$40 ono
Fortress of Fear (Game Boy)
Skate Or Die (Game Boy)
Bart Simpson: Escape from Camp
Deadly (Game Boy)

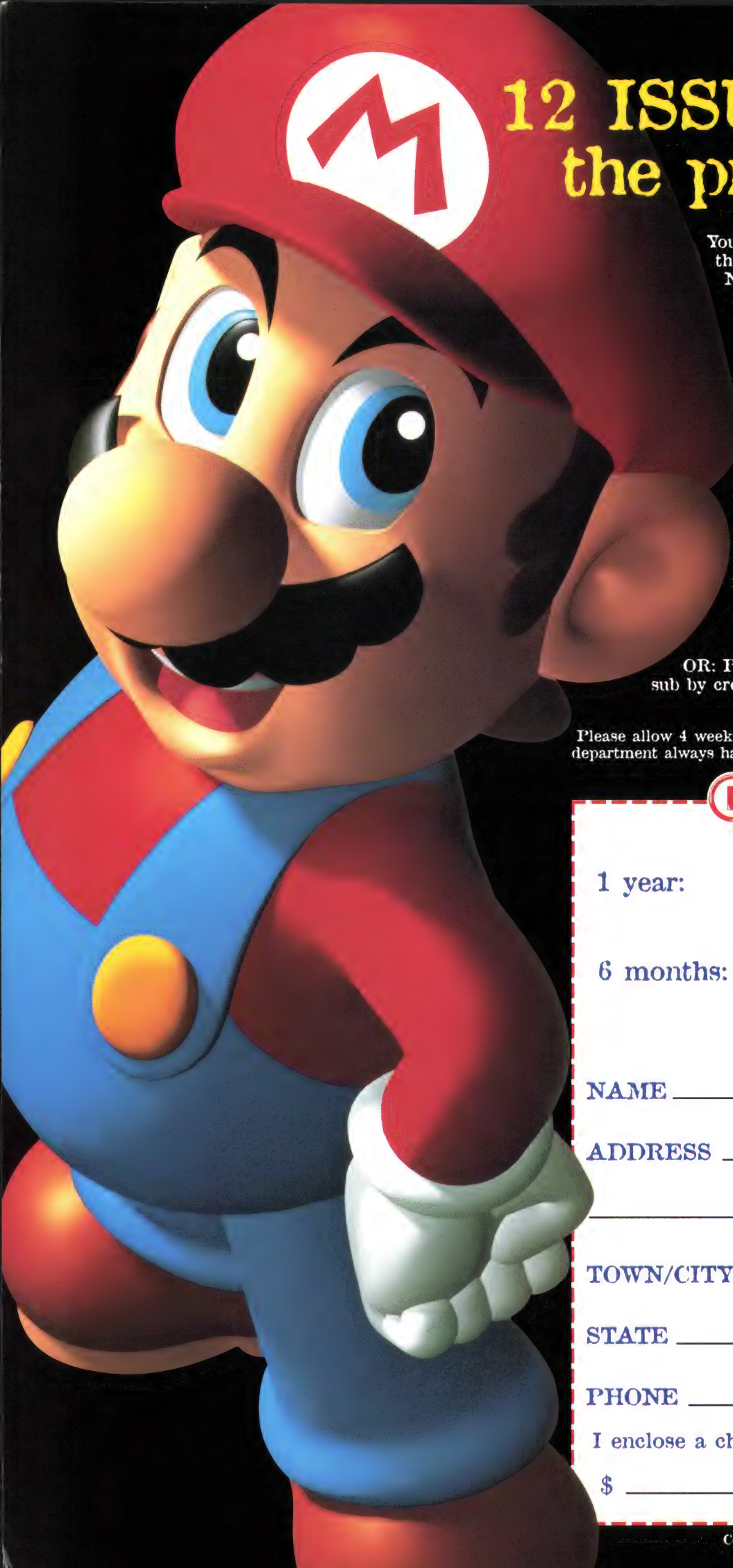
Burai Fighter (Game Boy)

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Bart vs the Space Mutants (NES)
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SNES: Wild Guns, Ninja Warriors, Prehistorik Man, Breath of Fire 2, War 2410, Mohawk & Headphone Jack, Yoshi's Island, Killer Instinct, Doom. **N64:** Killer Instinct 64, Cruis'n USA, Doom 64, Mission: Impossible.



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ISSUE 44: November

SNES: Donkey Kong Country 3, Kirby's Fun Pak, Power Piggies of the Dark Age, Wario's Woods, Mortal Kombat 3. **GAME BOY:** Donkey Kong Land 2. **N64:** Turok: Dinosaur Hunter, Super Mario 64, PilotWings 64.



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ISSUE 52: July

N64: International Superstar Soccer 64, Blast Corps, Mortal Kombat Trilogy, Mario Kart 64, Super Mario 64, PilotWings 64. **SNES:** Prehistorik Man, Aladdin, The Jungle Book, Lion King, Mickey Mouse's Magical Quest. **GAME BOY:** Alleyway, Solar Striker, Mole Mania. **FEATURES:** Controller Pak.



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ISSUE 53: August

N64: NBA Hang Time, Hexen, Clay Fighter 63 1/3, Mission: Impossible, International Superstar Soccer 64, Turok: Dinosaur Hunter, Super Mario 64. **SNES:** The Jungle Book, Prehistorik Man.



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ISSUE 54: September

N64: Tetrisphere, Lamborghini 64, Multi Racing Championship, F1 Pole Position, Top Gear Rally, Rev Limit, San Francisco Rush, Cruis'n World, F-Zero 64, Extreme G, Lylat Wars, Hexen, Wayne Gretzky's 3D Hockey, Turok: Dinosaur Hunter, Super Mario 64. **SNES:** The Jungle Book, Prehistorik Man. **DMG:** Tennis, Alleyway, Solar Striker. **FEATURE:** Rumble Pak.

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